

PRIMA'S **3D ACTION** **GAMER'S BIBLE**

**All the secrets for
all the best action games!**

 **Ultimate DOOM™**

 **Heretic™**

 **DOOM II™**

 **Hexen™**

 **Duke Nukem™ 3D**

 **Quake™**

**Michael van Mantgem
Kip Ward**

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3D Action Gamer's Bible

**Strategies, Secrets
& Cheats for the Most
Popular 3D Action Games**

Michael van Mantgem & Kip Ward

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Mike van Mantgem
Kip Ward
September, 1996



Introduction

THE FUTURE IS NOW

Future historians may note that it all began with killing Nazis, which begat a series of alien infestations and dungeon crawls . . . culminating in an epic *Quake*, which shook the world to its very foundations. We're talking, of course, about the history of 3D action games.

Wolfenstein 3D by id ignited the public's interest in first-person action games for the PC. Sure, there were flight simulators and the like on the market, but none were fluid and compelling on human terms—none quite so . . . well, 3D.

Then, in December of 1993, id released *DOOM*. For the first time, 3D games brought players into a brutal and realistically rendered multi-textured slaying ground—replete with dramatic and sinister lighting effects, heart-pounding audio, a host of nightmarish bad guys, and smooth network play.

The mainstream news media fell all over itself describing how otherwise productive white-collar workers lost their souls in the hell-fire of Phobos; how they crashed networks and played until they lost their jobs and alienated their friends. Of course, that only helped to popularize *DOOM* specifically, and 3D action computer games in general.

Once *DOOM* had carved its niche in history (and the owners of id were millionaires many times over), id began selling the core of the *DOOM* program—its 3D Engine—to anyone who could afford the licensing fee. Behaving much like a Hollywood blockbuster, *DOOM* sired a host of pretenders and wannabes—and like all quick-buck imitations, these games did nothing to really improve upon the original.

(As an aside, it's worth noting that savvy game designers learned how to hide the limitations of the *DOOM* Engine. For example, the *DOOM* Engine can only accommodate one ceiling and floor for any given area. That's why, in the *DOOM* games, there are no true multi-level constructions. Moreover, the *DOOM* Engine only allows for perfectly flat floors, which explains why you won't find a single ramp or slope in any of the *DOOM* incarnations.)

Just about the time *DOOM* was becoming a truly mainstream phenomena, replete with countless *DOOM* Internet sites, talk of a *DOOM*-inspired Hollywood movie, NPR coverage, and the inevitable public outcry that the minds of entire generations were being consumed by obsessive madness . . . *DOOM II* reared its monstrous head.

DOOM's sequel offered more levels to die for, a more brutal and compelling gameworld, bigger and badder puzzles, and a dose of demons that *DOOM* fans could only have prayed to encounter in the *Wolfenstein* era. We, of course, bought bigger and faster computers, and embraced *DOOM II* like a long lost friend.

MEANWHILE . . .

Even as the *DOOM*s cast players to the bowels of hell and back, Raven Software stepped up and did one better: They created a fantasy-style game and excommunicated us. With the advent of *Heretic*, the *DOOM* Engine at last underwent its first significant changes, at least in terms of actual gameplay. Players were finally able to look up, down, and gained the ability to fly; objects in the gameworld could be pushed; outdoor elements like wind and water could batter players; and ambient sounds all made their debuts.

Then, along came *Hexen*, Raven's sequel to *Heretic*. In *Hexen*, not only were players given the choice of which alter-ego to play, they encountered things never before seen in 3D action games—some of the fundamental restrictions of the *DOOM* Engine had at last been solved. For example, in *DOOM*, objects can only move up and down, not side to side. In other words, elevators and lifts can be convincingly simulated, but sliding doors or laterally-moving platforms are out of the question. Additionally, the traditional *DOOM* Engine only allows for a few events to occur when a button is pushed or trigger tripped. *Hexen* overcame that limitation. For example, when you throw a switch or set off a trap, you trigger a whole list of events. This means throwing a switch in a long hallway could simultaneously seal all

immediate escape routes, open a pit of in front of you, open two pens of monsters behind you, and turn out the lights. Fun.

AND THEN THE DUKE SWAGGERED into Town

While it's cool to slaughter hell's minions with a double-dose of buck shot, satisfying to disembowel Weredragons with the Dragon's Claw, and awe-inspiring to employ the might of Wraithverge—there's nothing like a box of pipebombs, an attitude, and an urgent sense of purpose to save the Earth's chicks from a horde of alien bastards. And with the advent of *Duke Nukem 3D*, PC action gaming came back to Earth. Literally.

This is actually the third incarnation of Apogee's character Duke Nukem. Except this time he's in 3D (hence, the pun in the game's title). Gone are Duke's side-scrolling days when a namby-pamby, pimply-faced Duke gleefully collected Coke cans and bopped a collection of icky aliens on the head.

With a strong sense of character (for the first time in 3D action games—though *Hexen* tried to do this by allowing the player to make a choice among three characters classes), *Duke Nukem 3D*'s strength lies primarily in its hero, and your alter-ego, Duke Nukem himself. Duke is not a nameless Space Marine or an anonymous dungeon hero. He's Hulk Hogan with a grenade launcher; he's a tongue-in-cheek Rambo with wit and charm; he's a Hollywood action hero who lives on your hard drive and not in your VCR tape collection.

Of course the game *Duke Nukem 3D* (and *Quake*) took the next technological steps past *Hexen*, and toyed with gravity, geometry, the elements, lighting, and the like. And if 3D action games were personality contests, Duke Nukem would still be standing when the dust settled and all was said and done. Unfortunately, one of L.A.'s infamous quakes shook the Duke right out of his nuclear boots.

POT ON SHAKY GROUND

Quake is perhaps the most ballyhooed and widely anticipated entrant into the 3D action game arena. A one-episode shareware scorched across the

Internet in the summer of '96—experiencing approximately 1,000,000 downloads worldwide within a month or so after its release. It would seem that life and death will never be the same again.

Boasting polygon-rendered baddies who disintegrate into grill-sized chunks on demand, and what game designers hail as a true 3D environment, *Quake* is more than the next generation of the fabled *DOOM* Engine; it blows the old Engine away.

If *Quake* does have a down-side, it's that a player's interaction with the gameworld itself hasn't expanded exponentially. We're not talking about the dazzling lighting effects, incredible ambient sound effects, engaging and challenging mission maps, or fantastic 3D rotoscoping mouse action. Nope. We're talking gameplay, and to a lesser extent, story.

Quake was originally conceived as an Aztec-like temple adventure. Over time, it mutated into a medieval dungeon crawl/hack-'n'-slash quest. But the folks at id Software discovered that 3D action game players didn't want the center of *Quake*'s action to rely on sword-swinging, hand-to-hand combat. Players wanted big explosions and heavy firepower. They wanted *DOOM*—only better. So id Software bravely took a stand, looked at *Quake*'s ship date (and their own bottom line), and knuckled under.

The result? The *Quake* player's alter-ego is a medieval hero, charged by mystic runes, who nonetheless wages a high-tech war with Nailguns and Grenade Launcher. Ogres, Death Knights, and assorted Fiends line up to do battle. Incredibly, in the final analysis, *Quake* comes together as if they planned the whole bizarre assemblage from the very beginning.

CHEAT CODES 'n' STUFF

As a full-service 3D action bible, we would be remiss not to include a word or two on the second-tier 3D action games on the market. OK, here they are: Cheat Codes.

At the back of the book, we've included a list of the most important game-play cheats for some of the more popular 3D action games on the market today. These aren't blockbusters or genre-benders like *Duke Nukem* or *Quake*, but fun games that deserve a tip o' the pen.

You'll won't find the cheats for *DOOM*, *DOOM II*, *Heretic*, *Hexen*, *Duke Nukem 3D*, and *Quake* in the cheat codes section. Instead, look to the game-specific chapters for all the cheats that are fit to print.

SO YOU SAY YOU CAN DO BETTER?

Part of the lure of 3D action games is that when you're bored with the missions that the software companies make, you can hack into the game to edit missions, or even build missions of your own. It's not as complicated as it may sound. In *Duke Nukem 3D*, for example, it's downright easy to alter some of the monster and weapon characteristics, not to mention the behavior of the game environment itself.

Since we're touting this as the *3D Action Gamer's Bible*, we thought we needed to go a little farther than changing simple game-play parameters, and instead let you in on a little creation theory and some of its practical applications. Read the game editor chapter to take your first steps toward being a Level Lord. Amaze your friends; vex your enemies. Your destiny is in your hands.

WE'VE BEEN THERE, MAN

Because this is an unofficial book, we've encountered exactly the same frustrations you have—without help from the software developers and other “experts.” This is especially true with *Quake* and the sequel to *Hexen: Deathkings of the Dark Citadel*. We empathize with your frustration when you can't find the red key, and we virtually feel your pain when a horde of nasty bad guys comes out of nowhere to deal you a fatal blow.

So while you read this book, remember that not too long ago, we were chained to our computers and endured a forced march of blood & guts. This book is the fruit of that labor. We don't want you to feel sorry for us—we want you to have fun and play these games on your own terms. If you need a map and walkthrough book, Prima Publishing probably already has one on the market, perhaps even one we wrote in exhaustive detail.

But if the *DOOMs* are grinding you down, if *Heretic* and *Hexen* vex you with their size and puzzle complexity, if *Duke Nukem 3D* and *Quake* have left you stuck in an endless time loop, then you've come to the right place. Replete with spoilers and cheat codes, this book doesn't waste your time and money because it's packed full to overflowing with *only the choicest secrets and events in each mission of every game*. Rock on!

CHAPTER

1 3D BASICS

**Check out these INTERNET
addresses for more info:**

www.gamespot.com

www.doomgate.games.org

www.ten.net/

www.stomped.com/

www.pennet.com/drsleep

OVERALL STRATEGIES

Because 3D action games all come from the same basic game play paradigms, the same basic tactics apply for each. With that said, let's briefly run down the basics, starting with the lowly keyboard.

Check out each individual game chapter for commentary on specific tactics (due to unique features of gameplay), weapons, items, and enemies.

THE KEYS TO SUCCESS

Key commands and shortcuts are discussed very succinctly in the documentation that's included with each game. Get familiar with them, because we suggest you rely on your keyboard for gameplay. Most of the time, a mouse just doesn't give you the number of options you need at your fingertips.

The exception to this rule is *Quake*. Among other things, *Quake* virtually screams for you to use your mouse. You'll have to re-learn your keyboarding tricks, but the increased speed and accuracy of play more than compensate you for the ride up the learning curve.

GENERAL 3D ACTION TIPS

To see how some real pros handle the controls, we suggest you study the action going on behind each game's "Select a Game" (or intro) screen. Notice how the action is very quick and gutsy? Note how smoothly the mock player maneuvers around corners, how he keeps the enemy in front of him at all times, how he exploits his surroundings while demonstrating the finer points of combat

Now take a deep breath and visualize. That will be you. Remember, tactics don't change—only the immediate situation does. And every situation, no matter how complex, has a finite number of variables. Learn to recognize familiar tendencies in each game, and exploit them.

- ❖ Get comfortable with the Run Mode. In the *DOOM* games, you can only run while you keep the **[Shift]** key depressed. In *Duke Nukem 3D* you can run at all times by activating the **[Caps Lock]** key. In *Quake*, you have to toggle the Run Mode on in an options menu command.

Rule #1: In 3D action games, running is almost always better than walking. And in multiplayer games, if you don't run, you're a dead man walking. In fact, the Run Mode is the only way to save your own hide in open areas and in more the difficult end-of-episode missions.

- ❖❖ Never forget that you can run just as fast in reverse as you can moving forward. Learn to do a 180 efficiently, so that if you're getting blasted from behind, you can turn around and return fire as you double-time it in reverse. The distance between you and an enemy gives you a chance to evade the bad guys' shots, and by moving erratically, you can gain the split-second breather you need to get your bearings.
- ❖❖ Make strafing second nature. This means pressing the **[Alt]** key while you move and fire. Use your immediate surroundings for cover and leap out from behind walls and alcoves.
- ❖❖ Fight the monsters on your terms. You know the scene: Low on Health and ammo, you enter a room via a narrow hallway, only to be attacked by an overwhelming horde of bloodthirsty bad guys. Instead of slugging it out Rocky-style, jump out from behind a wall and pop off a round or two to stir them up, jump back, and wait for them to come to you. Be patient and lure them into your trap. If you're lucky, they'll pile up at the doorway, shoot each other in the back, and make themselves otherwise available for the PC slaughterhouse.

In short—never fight monsters on their terms. Your human brain is your most decisive combat edge. Monsters can be so predicatable

- ❖❖ Save often. You can assume that behind every door and around every corner a collection of nasties is waiting to kill you. If you're battling it out with a huge force, there's nothing wrong with saving your game during a mid-fight breather—especially if you just got a huge power-up or weapon. It's not cheating, it's simply savvy, intelligent gameplay.

We also suggest you save the game before you end a mission. This way you can go back and mop up anything you may have missed. Or to put it another way, once you progress to a new mission or hub, you can't go back without cheating.

- ❖❖ Hunting and Gathering. Simply put: economize. If, for example, you come across a medkit worth 20 Health points and you have 95 Health, stepping on this kit yields a measly five points. It's better to sustain another 15 points of damage before you collect that kit.

Conversely, using the realm of **DOOM** as an example, let's say you have 75 Health points and you stumble across three 1-point healing potions and also a 25-point Medkit. Maximize your Health haul,

and grab the 25-point Medkit first (to get back to 100% health). Then grab the 1-point potions, for the 3-point bonus to 103.

OFFENSIVE TACTICS

Before exploring each game individually, here's a smattering of tactical

Because all current 3D action games share common elements, you'll note that all weaponry is suspiciously familiar. This has to do with how the 3D action Game Engine computes ammo and hits, how the weapon is manipulated, and how those factors integrate into actual gameplay.

You can read about the technical babble in programming books if you want. But what really matters to the rest of us is how each weapon works in the heat of combat, and which weapon works best on which bad guy. Right? As mentioned earlier, please check out the individual game chapters for specifics.

Note

advice of a more general nature. If you're not yet a savvy veteran of a couple of the 3D games in this book, it might benefit you to ponder a few highlights before getting into the details.

- ♥♥ Doors and corners. It doesn't take a genius to figure out that bad guys like to lurk. In fact, let's call it the "First Rule of 3D Action Gaming." If you remember to fight on your terms, you'll probably be all right. Be creative, and use the cover the game designers so thoughtfully provide.
- ♥♥ Ledges. Practice running on and jumping off of ledges in the earliest missions. Besides leading to cool areas, ledges can lead to a tremendous height advantage. Use it.
- ♥♥ Open Areas. You're easy prey when you're out in open spaces (especially with all those other guys on ledges . . .). Seek cover or die.
- ♥♥ Go into God Mode if you get stuck. This way, you can get through a sticky situation without giving yourself all the weapons or ammo, thus making the rest of your game a cake-walk. No one's going to report you to the 3D gaming police. Your significant others will appreciate that you've stopped cussing, and you'll probably have a much more

positive view of the world when the bad patch is all over with. Kinda makes you feel all warm and fuzzy inside, doesn't it?

BASIC DEATHMATCH STRATEGIES

All of the games discussed in this book make for excellent single-player games, but some truly shine in multiplayer mode. Though the games themselves have different features, there are some universal tactics that make sense. We describe generalities below, then get specific in each game's individual chapter.

We don't know many people who prefer cooperative play over down-'n'-dirty, kill-yer-buddy Deathmatch play. We've done a lot of both, and inevitably find ourselves shooting each other in the back instead of ridding the universe of bad guys. We'll wager you'll do the same, and for that reason, the strategies we list here are specific for head-to-head play.

- ❖ Run don't walk. If you don't run, you're dead. The first thing you'll notice is that your human opponents move incredibly faster than their monster counterparts. Because of this, all things are essentially equal. That is to say, the best player usually wins. If your movement and fire strategies aren't sharp, precise, and almost second nature, you'll be dead before you know it. If you don't know the lay of the landscape, you're also at a tremendous disadvantage. In short, the better your single-player skills, the more effective you'll be in Deathmatch.
- ❖ Be unpredictable and opportunistic (especially if you play against the same opponents a lot).
- ❖ Turn out the lights or hide in the shadows. Darkened corners, niches, and alcoves make great places to launch an ambush. If a hiding place was good enough for a monster in single-player action, chances are it'll be good for you, too.
- ❖ Listen for gunfire and try to anticipate where your enemy is coming from, or where he's going.
- ❖ Create distractions like opening doors or wasting a few rounds to make others think something's going on—and when they come to investigate they'll walk right into your ambush. Hopefully.
- ❖ Hide behind false walls (you can see them but they can't see you).

- ♣ Let the number of players you have dictate which mission you'll fight in. Simply, the fewer players you have, the smaller the area you'll want to use as your venue. Otherwise, you'll waste a lot of time just trying to find each other.

Every professional hitman knows that there are countless ways to kill a man. That is to say your only limitation is your creativity.

PUZZLES AND TRAPS

Half the battle in conquering a 3D game mission is puzzle solving. Without puzzles and traps, 3D action games would be nothing more than shoot-'n'-loots. In fact, it's the originality of a game's traps and puzzles that help to make it stand out from the pack.

We're not talking puzzles in the same league with *The 7th Guest* or *Myst*—rather puzzles that require keen hand-eye coordination and a thorough understanding of the gameworld. The most typical puzzle requires you find specific keys that will unlock corresponding doors.

The *DOOMs* and *Quake* tend to include sinister puzzles that aren't so much difficult as they are enigmatic. *DOOM's* more difficult puzzles also tend to require you to pick the correct combination of switches and then rely on the **[Shift]** key to run to a rising platform, closing door, or whatever. *Hexen*, by comparison, with its multiple strings of events per puzzle, is even more so this way—and switches often have distant effects that you must search to discover. By contrast, *Quake* and *Duke Nukem 3D* go easy on the puzzles, giving them more an action game feel than a dungeon crawl.

All 3D action games contain a wide array of switches and locks to trigger events or open doors. Generally, hit or activate anything you come across. To open a door or trigger an event, you may have to push or hit a single button or switch with your **[Spacebar]** (or just approach it in *Quake*). At times, switches can be (and sometimes have to be) activated with a bullet shot.

Traps, on the other hand, tend to consist of lava-filled or radioactive sludge-filled pits you fall into, or invisible triggers (or ones you hit out of curiosity) that release a pen of monsters just when you least expect or need them.

Getting yourself killed by a trap is generally thought of as fun. However, if you play heads-up, save often, keep your ears open, and get thoroughly

familiar with your game's logic, traps will make your stay in hell, or in space, or in wherever, a heckuva lot more fun.

ONE LAST THING

We tried to select games for this book that are still relevant in terms of technology, and also somehow pushed the 3D action game envelope when they were first released. Ultimately, of course, they're all 3D action games, and similarities abound.

If you're just expanding your 3D repertoire, you may find this sameness disheartening after the initial fascination wears off. Fortunately, with the specific games in this book, you may also find that the further you get into a new world, the more involved the scenario becomes. Not every player will find all these games engaging, but if you've been enthralled by a 3D game before, there's a chance that one of these might do the trick again. It's really a matter of personal taste.

With that said, you can count on the *DOOMs* to deliver a relentlessly blood-soaked and brutal experience, *Heretic* and *Hexen* to baffle you with multi-mission puzzles *and* allow you to get medieval with a deadly touch of magic, *Quake* to push the limits of your 3D action game expectations and hardware requirements, and *Duke Nukem 3D* to prove that you, in fact, were born to be wild.



CHAPTER 2 ULTIMATE DOOM

Publisher:	GT Interactive Software
Developer:	id Software, Inc.
Release Date:	Winter, 1993
Overall Rating:	★★★★

**Check out these INTERNET
addresses for more info:**
www.idsoftware.com/doomult.html
**[www.ypn.com/mm-
bin/genobject/toipic/659](http://www.ypn.com/mm-bin/genobject/toipic/659)**

HELL IN A NUTSHELL

You know the score: With high-powered weapons in hand, you dash around diabolical mazes in search of an exit—slaying all inhuman (or former human) enemies who are fool enough to stand in your way. Some people call this fun; others know it as a way of life.

Because *Ultimate DOOM* (which is really the original *DOOM* with an additional episode tacked on) and *DOOM II* are essentially identical in terms of

game play, we thought it would be best to include only one section on *DOOM*-specific tactics. You'll find those tactics below.

The items, weapons, and monsters specific to *Ultimate DOOM* are listed here. To avoid any unnecessary confusion, *DOOM II*'s single new weapon and item (in addition to the seven new bad guys) are listed in the *DOOM II* chapter only.

DOOM's KILLING FLOOR

It's a simple equation: If the monsters live, you're dead. Check out the first chapter in this book for more general 3D action game strategies. Keep reading for *DOOM* and *DOOM II*-specific tactics that are aimed to keep you one gun up on the competition.

- ♣ Dual Control really works. The game designers aren't dummies. Take to heart their advice for keeping one hand on the keyboard to control all movement, and putting the other on the mouse for fine, smoothly controlled aiming and firing. Master it here, then transfer your skills to Quake. You'll see.
- ♣ Learn to play with the **[Shift]** key held down. Unlike Duke Nukem 3D, you can't just hit the **[Caps Lock]** and become the Marathon Man; and unlike Quake, you can't simply "turn on" a run mode. *DOOM*'s hell-spawn rely on their numbers; you should rely on your speed. It's the only advantage you've got. Moreover, this increased speed is often the only way to get from platform to platform, through closing doors, out of traps, onto lifts, and so on.
- ♣ Become an expert at dodge (fire)ball. Because you can't jump or crouch, you need to be fluid with your side-to-side and back-pedaling movement. Running, combined with backpedaling and shooting, is the best way to extract yourself from the deadly flanking attacks your monster playmates enjoy doing so much.
- ♣ Don't pretend you're Rocky Balboa. If you hit a tripwire and unleash an ungodly horde of monsters from their pen(s), don't just stand there and take it—obey your first instinct and bravely turn tail and flee. Why take a beating when your Rocket Launcher willingly does the dirty work for you?
- ♣ Stir up the monsters. One of *DOOM*'s greatest pleasures is watching the bad guys kill each other. While it may be fun to dash into the

jaws of death to create a monster cross-fire, the savvy player will instead pop a cap or two into a group of baddies, run like hell, and wait a few moments while Satan sorts 'em out.

- ♣ Cheat without really cheating. If you're dragging your carcass through the bowels of hell with a chronic health problem (or you're continually getting killed in a monster trap), consider briefly turning on the God Mode, and then turning it off. Doing so provides you with God Mode's "lingering health effect"—a full-up hundred percent health rating that your alter-ego retains even after God Mode is turned off.

GUNS & AMMO

If you can't use them effectively, you won't be around long enough to even put a dent in the Dark One's nefarious plans. We know that these descriptions highlight our own biases, but that preferential weapon treatment is also part of *Ultimate DOOM* and *DOOM II*'s replayable beauty—after all, one space marine's treasure is another one's trash.

Fist

Best Used Against: Former Humans.

In addition to the Pistol, this is your other default weapon. If you've sunk this low, the very least you can do is be a man and go down swinging.

CHAINSAW

Best Used Against: Demons/Specters.

The Chainsaw is great fun (and highly effective) in melees against an enemy that doesn't possess a missile attack. Since you can only slice one customer at a time, make sure your flanks are protected (back yourself into a niche, for example) before you commence carving any Filet Demón.

Pistol

Best Used Against: Former Humans & Sergeants, Imps.

This is standard-issue, semi-automatic pop gun. This gun is essentially useless against all but the weakest (most human-like) monsters. While it's

technically possible to kill, say, a Cyberdemon with a Pistol (meaning about four hundred hits), you probably won't live to tell the tale. The Pistol and Chaingun use the same ammo.

SHOTGUN

Best Used Against: Former Humans, Sergeants, and Commandos; Imps, Demons/Specters, Lost Souls, Cacodemons.

This *DOOM* classic won't disappoint. Simply point and shoot for satisfying results. Each Shotgun you strip off a warm corpse comes with four shells. The stashed guns usually have eight. Note that in *DOOM II*, you get to lay hands on the Super Shotgun. Check that chapter for the lowdown.

CHAINGUN

Best Used Against: Gangs of villains, especially: Former Humans, Sergeants, and Commandos; Demons/Specters; Imps; Cacodemons; Mancubus (when alone).

You say the party's too crowded? This is your weapon of choice for mowing down a budding crop of rank and file monsters. Because each Chaingun bullet scores the same as a pistol round, it'll take some time to Chaingun-slay anything with high-voltage, supernatural powers. Its relentless fire can slow more powerful foes down, however, robbing them of a chance to counterattack.

ROCKET LAUNCHER

Best Used Against: All monsters.

Rocket ammo is limited, so make every shot count—especially when groups of bigger baddies are roaring about. Five *direct hits* smokes a Baron of Hell; add fifteen more (for a total of twenty) for a Cyberdemon. You'll only need a paltry two rockets to waste the *DOOM II* end-game boss (no other weapons work on him); however getting off those precious two shots is half the fun.

PLASMA RIFLE

Best Used Against: Gangs of villains.

Though the Plasma Rifle spews almost a continuous stream of death, each shot doesn't pack the wallop it seems it should. In fact, ten plasma rounds pack the same punch as a single rocket. Like the Chaingun, this weapon is best used in close-quarters combat, especially if you need to squelch coun-

terattacks. Because energy cells are hard to come by, don't waste any rounds on lesser losers when a Shotgun shell will do.

BFG 9000

Best Used Against: The Spider Mastermind; Cyberdemon; ungodly huge gangs of enemies.

Its only disadvantage is its slow rate of fire. Using the same energy cell as the Plasma Rifle, the BFG 9000 is a Space Marine's dream. Once you get your hands on one, you'll wonder how you ever stayed alive without it.

You've learned about the guns. Now here's the skinny on the ammo that makes your world go boom.

Ammo	Weapon	Quantity
Bullets	Pistol; Chaingun	Clips (5); Boxes (50)
Shells	Shotgun; Super Shotgun	Small bundles (4); Boxes (20)
Rockets	Rocket Launcher	Individually or in boxes of 5
Energy Cells	Plasma Rifle, BFG 9000	One cell = 20 plasma Rifle shots/one half of a single BFG 9000 blast. Bulk cells contain 5 individual cells, or 100 plasma shots or 2½ BFG 9000 blasts

STUFF YOU CAN'T LIVE WITHOUT

Yes, you can kill every bad guy you encounter, but can you stay alive long enough to kill them all? You probably know that the *DOOM* environment is as unforgiving and punishing as its monsters. Luckily, everything you need to survive in this hell is literally strewn about at your feet.

BODY ARMOR

Comes in two beguiling colors: green (worth 100 percent armor protection) and blue (worth 200 percent). Unfortunately, you take damage to your health as your armor deteriorates. If your armor rating is already at or above 100 percent you can't pick up the green armor.

SPIRITUAL ARMOR

The little helmets are worth one percent armor each, maxing you out at 200 percent.

Here's a bit of tactical advice: Say you've got 10 armor and you're staring down three helmets of Spiritual Armor and a green vest. The savvy hell-based marine knows that green armor gives him 100 armor rating—regardless of how much armor he has before he picks it up. So what does this hypothetical marine do? He grabs the green vest *and then* nabs the three Spiritual Armor helms. His grand armor total: 103 percent. In other words, if he had picked up the three Spiritual Armors first, he'd only have a rating of 100 percent.

HEALTH POTION

Each vial of this blue elixir provides you with a one percent increase in health, up to a maximum of 200 health. It works exactly like Spiritual Armor (see Spiritual Armor description above for a very clever example). Think of these potions as vitamin super-supplements.

RADIATION SUIT

This magical suit keeps the slime and radiation from hurting you for about sixty seconds. When the screen starts flashing, you've got about four seconds slog out of the mire before you take damage. We suggest you look over any ledge before you jump in. If you see a Rad Suit hanging around, do what you can to fall into it en route to splashdown.

STIMPACK

Worth up to a 10 percent boost in your all-around health, up to 100 percent—a blessed find for those of us who limp through each mission chronically on the lean side of 50 percent health.

MEDKIT

In the worlds of *DOOM*, bigger is better. The Medkit works like its Stimpack sidekick, but provides up to a 25 percent boost in health, again to the 100 percent limit.

BERSERKER PACK

Grab one, and watch your health get yanked up to 100 percent as the world goes red. Infused with quick-acting 'roids and a dose of a (most definitely illegal) speed-like drug, you can punch Imps, Demons, and most any other monster into kibbles or bits. While the speed-rush only lasts a few moments, the effects of the 'roids lingers until you finish a mission or meet an untimely demise.

SOUL SPHERE

Consume one of these blue beauties, and your health soars up as much as 100 percent, maxing out at 200. You can't find too many of these. The game flashes a Supercharge message on the top of the screen when you inhale one.

INVULNERABILITY ARTIFACT

As the name implies, nothing and no one can hurt you for the duration of the effect. The screen reverses to a negative white/black for the duration of our omnipotence, flashing back to normal when only a few seconds of invulnerability remain. Since you can only be a god for thirty seconds, we hope you'll make the most of it.

BLUR ARTIFACT

Much like a Specter, you become the invisible man for a mere sixty seconds when you walk into one of these. Your opponents can still sort of see you. But since the lighting in hell isn't what it could be, their attacks are considerably less focused.

LIGHT AMPLIFICATION GOGGLES

You won't be afraid of monsters that go bump in the dark when you grab a pair of these. Their effect lasts for an all-too-brief hundred and twenty seconds, so if you snooze, you lose.

BACKPACK

Now why didn't the Marine Corps issue you one of these when this nightmare began? Not only does this item allow you to carry double the ammo load for *each weapon*, but it comes loaded with ten bullets, four shotgun shells, one energy cell, and one rocket.

COMPUTER MAP

A swell find for those of us who shun the All Map cheat code. When you snatch one of these, you'll be able to see the map to the entire mission you're playing when you hit **[Tab]**—this includes all secret and hidden areas. The locals you haven't visited appear in a bluish gray. Oh, the places you will go!

THE SUBJECTS OF HELL

Hell's minions are single-minded. They're mean, they're deadly, they hate each other, they really hate you, and they undoubtedly smell bad. So let's play amateur field biologist and study this fascinating and diverse population. Appearing in order of toughness, get ready to snuggle up to a:

FORMER HUMAN

Best Killed With: Fist, Pistol/Chaingun.

Slow and easy to kill, this could have been you had hell's evil Boss gotten his gnarled hands on you. A single pistol shot to the braincase drops one of these zombies (a few more if you score body hits). At least they're good for something—their corpses yield a handy pistol clip.

FORMER HUMAN SERGEANT

Best Killed With: Pistol/Chaingun, Shotgun.

A tad faster than their privates, these former Marines shoot you dead if you stand and fight them flatfooted. A Sergeant coughs up a Shotgun and four shells when his extra-lifeless carcass smacks the ground. These guys love to kill other undead humans, and any other monster that comes too close. Let them.

IMP

Best Killed With: Shotgun; Chaingun.

Shake claws with your basic Shotgun fodder. Not only do they lob fireballs that can take you down 15 health points at a time, but their claws rip you to shreds. Imps and former humans aren't on speaking terms, so getting them to murder each other isn't difficult. Try a zig-zag approach when battling Imps, and be liberal with the shotgun ammo. It's our experience that the Super Shotgun is a touch too slow on the re-load to deal effectively with Imp goon squads.

DEMON/SPECTER

Best Killed With: Chainsaw, Shotgun, Super Shotgun.

Possessing only a nasty bite, these raging bulls have *DOOMed* many a Space Marine with their flanking move. Whether you're dealing with visible or semi-invisible variety, a single Super Shotgun blast splatters their brains; when they're stacked in tight spaces a Chainsaw works even better. These beasties haven't quite figured out how stairs work—a tasty bit of insight that easily spells death for these cloven-footed fiends.

LOST SOUL

Best Killed With: Shotgun.

These hovering numskulls can give you a huge headache, especially when they attack in groups. Though they boast no missile attack, their speed makes up for it—which means a rocket often misses its mark. Keep moving and shotgunning, and a few direct hits later, you'll be picking bits of flaming bone off your full-metal jacket. These wayward beasties occur naturally in hell, but are also puked up *en masse* by Pain Elementals in *DOOM II*.

CACODEMON

Best Killed With: Chaingun; Plasma Rifle.

These fire-breathing gas bags are just plain angry. Apply Chaingun pressure to prevent these blue meanies from building up enough energy to belch a lightning ball at you. Because they're so envious of your natural beauty, they often try to get close in an effort to ruin your looks with their fetid maw—until you haul out your Chainsaw, that is.

BARON OF HELL

Best Killed With: BFG 9000; Rocket; Plasma Rifle.

Pink and evil, these goat-legged devil dolls rule their fiefdoms with a brutal claw. Get too close, and his massive paws bat you around as if you're a cat's toy. Keep your distance, and his many high-speed energy balls send you howling to the grave. Your best bet is to use your immediate environment to snipe and run. Five direct rocket hits (or fifty plasma shots) later, the keys to his kingdom are yours.

THE SPIDER MASTERMIND

Best Killed With: BFG 9000; Rocket.

This absent-minded cyber-professor on stilts was slightly toughened up for his incarnation in *DOOM II*. Fortunately he's always slow, seemingly pre-occupied with something other than you, and is unable to shoot at you until you're locked into his sights. It takes about fifteen direct rocket hits, or a few nicely placed BFG shots, to brain this baddie.

CYBERDEMON

Best Killed With: BFG 9000; Rocket.

This gutless cyber-wonder is the stuff of nightmares. While not as tough as the boss monsters in *Duke Nukem 3D*, the limitations of the *DOOM* engine make this guy as nasty as they come. He's fast. He's relentless. And he's unbeatable if you don't take cover, cower, and take opportune shots between his missile attacks. You'll need all of your energy cells for the four BFG shots that it takes to melt this nasty (though twenty rocket hits have the same effect).

SATANICALLY DEVIOUS *Ultimate* DOOM CHEATS

Give in to the urge. Study the table below. If someone accuses you of cheating, tell 'em the Devil made you do it.

Type the cheat code once to activate it while playing (no need to hit the **Enter**); type it again to go back to the way you were. Of course, if you cheat to give yourself all the guns and ammo, you're going to have to shoot it away. Darn.

Ultimate DOOM Cheats

Code	What It Does for You
iddqd	God Mode
idchoppers	Gives you the Chainsaw
idbeholdx (where x =)	i = invisibility s = Berserk v = Invulnerability r = Radiation Suit a = Computer Map l = Light Amplification Goggles
idkfa	all weapons, ammo, keys, health to 100; armor to 100
iddt	see the entire mission map when you hit Tab .
idclevey (where x = episode number; y = mission number*)	Warps you to the beginning of your episode/mission of choice
idspispopd	walk through walls and other otherwise solid objects

* For example, to get to Episode 1; Mission 4 (Command Control), type idclev14

THE Ultimate DOOM BLAST-THROUGH

If you you've always wanted to find all of the secret areas in the original DOOM and in Episode 4: Thy Flesh Consumed, keep reading. This is what you've been waiting for. But getting to the secret areas is only half the

battle, so to speak. Finding keys, disarming traps, and getting the drop on the enemy can be even more difficult. And if you have trouble in these areas . . . keep reading.

EPISODE ONE: KNEE-DEEP IN THE DEAD

Welcome to Phobos, marine. Survive these missions, and you're off to Deimos for more. Lucky you.

HANGAR: EIM1

After you cross the zig-zaggy walkway, press the off-color wall on the right side of the blast-door. Descend the stairs and go outside to collect your blue armor.

Step through the blast door and clean out the room leading to the exit. Return to the zig-zag slime pit room. An alcove has opened up beneath the Imps' ledge. If you need some healing and a Shotgun and some ammo, you've come to the right place.

From the secret room, go back out across the zig-zag walkway into the mission's second room, then turn and run (press the **[Shift]** key to run) back into the secret alcove. A secret lift is down for you in the far left corner of the secret room. Get on it and walk the hallway to get your fill of Spiritual Armor.

NUCLEAR PLANT: EIM2

Go around to the right side of the main structure in the starting room to access a secret room (look for the discolored wall panel). Inside you'll find nifty items (including a Backpack) and a red button switch. This switch opens a wall as you go up the stairs to the red key room. When you go outside, you have access to the Chaingun.

Once you're through the red door, turn right and wade into the slime. Behind the central pillar is a switch that opens a section of wall in the hallway opposite the slime pool (to the left of the red door). Go into this area and slay your way around the maze. Note the twin white strips down the far

eastern wall. Press the panel between the stripes to get another Backpack. Go to the far west wall and find the green armor. Shoot the wall behind the armor to open a panel. As you go up the stairs, stop to press the southern wall of the second landing for yet more Spiritual Armor.

At the top of the curling stairs (going straight ahead from the red door), look out for the lighted niche on the left. It's actually a lift that takes you to a small, rectangular area with a window looking into the Chainsaw room. Here you get a Medkit, some ammo, and credit for finding another secret.

This last area isn't an official secret, but it's worth noting. In the zig-zag walkway/slime room just before the lift down to the large pit room, look for an off-colored panel on the left wall. Press it to gain access to a long ledge overlooking the pit room. It's a handy sneak attack for the monsters inside—not to mention a nifty Deathmatch perch.

TOXIN REFINERY: E1M3

Once you make it into the room where the Soul Sphere promisingly winks at you, go up the stairs, down the left stairs, and press the red switch. Go back out into where you see the Soul Sphere, and battle your way up the now-revealed long stairway. The yellow key is in the middle of the room at the top of the stairs. Once you've got it and have killed all the monsters, return to the foot of the stairs, *run* up them, and dash around the right side of the center structure. A small section of wall should be down (for a short time) on the right side of the far wall (check your automap for its exact location). Go in, grab the Rocket Launcher, leap into the sludge, and run down the right tunnel to a platform and a switch. This switch brings up a drawbridge in the starting room slime—and provide access to Secret Mission 9: Military Base.

Note the off-colored wall to the right of the slime switch. Press the wall to gain access into another secret area and the goods it contains. Run back out the same way you came into these secret rooms; turn right when you emerge into the yellow key room, run to the far-right wall, and jump onto yet another temporarily lowered panel. Go down the stairs to harvest the precious Soul Sphere.

Once you've survived the blue key trap, work your way back to the starting room. Go across the drawbridge and slay your way through the various rooms. The wall opposite the exit switch to Secret Mission 9 is really a lift. Hit this brown wall to get access to a box of rockets and an overlook into

the circular platform in the slime (the bridge to the blue key). This is also a fine Deathmatch sharpshooting perch.

To get the last secret in this mission, go to the blue door and go down the right walkway. Hit the right wall just before the blue lights at the hallway entrance. Go up the stairs, use the yellow key, and go into a pen with every variety of top-of-the-line armor and healing spheres.


MILITARY BASE: E1M9

Secret Mission—accessed through E1M3: Toxin Refinery.

The Imp cage is the centerpiece of this mission. All other rooms and areas in this mission spoke out from this central hub.

In the far eastern room (from the start, follow the right wall to the second set of stairs), you'll find two secret areas. The lighted floor at the foot of the stairs is really a lift that drops you into a slime bath party with some Imps.

Once the party's over, stand at the foot of the stairs (facing the lighted rectangle of floor) and go to the near-right corner. Hit the wall and drop down for another slime bath, and unmolested access to a Chaingun and other useful items.

In the room with the exit switch (the north room), face the right wall and push the narrow rectangle of wall that doesn't have any floor molding. Enter the pillar room and run to the lowered pillar at the far wall. Once on top, jump to the other pillars in a counter-clockwise direction. You have to run-jump between each pillar to make it. Hit the  key when you land to keep from falling off.

In the end room, a button in the slime trench raises the bridge to the end-of-level switch. Drop into the trench and go right until you get to the platform.

COMMAND CONTROL: E1M4

The secrets begin before the action gets underway. Hit the patch of sliver wall to the left before the beginning blast door for a Backpack, health, and ammo. You've only got one secret area (and its hard-to-get Soul Sphere) to go.

To get the Soul Sphere that taunts you above the first encounter room, enter the hallway below the Sphere, drop into the Imp-guarded slime trench, and go left. Save your game before you hit the knife switch. You get one chance to step on the lift to the Sphere when you hit the switch. Be quick

about getting on—once it's up, it doesn't come back down. We suggest you face the switch, hit it, and simultaneously back up and slide right (with the **Shift** key depressed).

Note that the red switch (in the Imp cage) next to the yellow door raises the bridge to the exit.

PHOBOS LAB: E1M5

Get out your clipboard and make sure your pocket protector is in place. There's gobs of secrets to note and huge vats of deadly slime to endure.

Slog through the slime and press your attack up the stairs. In small room at the top of the stairs, press the wall immediately to the right of the stairs (between the barrels on the south side) for a Shotgun and other healthful items.

From the secret Shotgun room, turn right, drop into the slime and run toward the far window. (You'll take less damage if you raise the zig-zag walkway by standing on the pier in the slime.) Hit the thin brown patch of wall to the right of the window. A Rocket Launcher and blue armor await, and more.

Once you've battled your way through the yellow key door and down the right set of steps, turn around at the bottom and stand on the Imp-ledge lift and ride it up. Hit the right wall. Then hit the wall before you to access a Blur Artifact and a teleport that takes you to the mission's opening room.

Return to the room behind the yellow key door. Hit the wall behind the the Medkit (it's in a niche directly opposite the switch between the slime pillars). Go in for a Rad Suit and take care of business in the slime. You can nab the blue armor above the slime by standing on the pillar closest to its ledge and leaping onto it just before the pillar inserts itself into the ceiling. Return to where the Rad Suit was, hit the left wall (south) for a Chainsaw. Hit the wall behind the Chainsaw for access to the great outdoors and a Soul Sphere.

Battle your way up the blue steps. Once the dust settles, face the patch of wall two panels to the right of the button switch. (A black and yellow striped square will be above you to your left.) Go in for a Computer Map, Chaingun, and other items.

You can enter the dark room just before the exit via two blue doors. One door is in the Blur Artifact/teleporter room mentioned above; the other is down the stairs from the blue key itself. We recommend you access this room via the latter. Stand at the doorway and pick off any unwary enemies,

then hug the left wall and duck into the niche a few steps down. It's like exiting a real dark room. Follow the passage to score a pair of really, really useful Light Amplification Goggles.

CENTRAL PROCESSING: EIM6

Packed with baddies, the action in this sprawling mission is more fun than working in a Hormel factory. Load up your Rocket Launcher and get ready to make mincemeat out of those Demons.

At the first intersection, turn right, battle half way down the walkway, then aim your Rocket Launcher at the niche in the wall. One good shot and you'll blow the barrels inside (and the Imps) sky high. Go in and gorge yourself on an armor and health fest.

In the red key room, grabbing the key doesn't lower the door to escape-taking the Chaingun does. When you finally do grab the red key, blow the barrels as you high-tail it to the safety of the walkway. Pick off the survivors at your leisure.

Grab the blue key and leap into the slime. Wade right and round the wall for a Rad Suit. Slog through the dark hole in the center of the far wall for a Soul Sphere. Then leave the Soul Sphere room, turn right, and drag your carcass onto the platform. Follow the tunnel to a huge dump of items and ammo (and the exit to the first room of the mission).

Clean out the blue carpet room and go east toward the blue door. The Imp pen to the right of the blue door hides the yellow key. To get credit for a secret area (and a handy shortcut to the yellow key), go as far as the edge of the shadow before the blue door and turn around. The Imp ledge next to the Imp pen will have lowered. Leave the Rad Suit inside this room alone for now, but hit the wall behind it for access to a Backpack, Rocket Launcher, Blur Artifact, and easy access to the yellow key. Clean out this area and return to the blue door area.

The Imps playing in the slime on the far side of the walkway were released when you got the yellow key. The passage behind them leads to a huge stash of ammo and health, an open area with a Soul Sphere, and a back-door method for getting into the area protected by the yellow key door. Use the Rad Suit mentioned above to get there. But first, go through the blue door for one last secret area.

Turn right at the first intersection and go into the next crossroads. The area flanked by the silver columns opens when you throw a knife switch in the eastern-most crossroads area. To get to the switch, continue forward (the

silver columns will be to your right), and follow the passage to the next crossroads; turn right and voila—the knife switch. With your back to the knife switch, go down the right hallway and keep veering right until you get to a huge pile of Spiritual Armor. Hit the off-colored patch of wall behind the helms to score a much-needed Computer Map.

Getting to the exit behind the yellow door is a two-switch operation. The first knife switch atop the stairs at the far north part of the mission opens the door to the end-of-mission combat area to the west of the U-shaped walkway. Once in the final combat area, the red button at the bottom of the stairs unleashes an unholy monster attack and opens the door to the mission exit. Save your game before you hit that last switch, and good luck.

COMPUTER STATION: E1M7

All three keys, lots of lifts, and oceans of slime test your mettle before you get to the exit switch. Oh yeah, there's also a enough local monsters to populate a small-city. And guess what? You're the most hated person in town.

The first set of secret areas are accessed from the giant pillar in the southwest corner of the mission map (it's past the blue door). The pillar descends when you crest the stairs. Get on and leap onto the left ledge that overlooks the slime. Drop down and you'll hopefully land on a thin safe-spot in the slime. Grab the goods and exit via a secret door to the left.

Get back on this pillar and drop onto the ledge overlooking the right slime pool (the one containing the Rad Suit). Jump onto the jutting platform next to the ledge for a Computer Map.

Drop into the slime, grab the Rad Suit, hit the red switch opposite it, go up the stairs for items and another switch (this red-green switch lowers the Chainsaw platform in the extreme southwest room). Return to the slime, grab the blue armor that's sort-of hidden in the horseshoe-shaped column, then slog your way through the slime to the Soul Sphere and the exit (via the eastern wall next to this artifact).

After you nab the blue key, a pair of niches open up near to the blue door. The first niche (to the right as you exit the red door) just contains valuable items. The second niche (through the yellow door, in the hallway to the left of the blue door) provides access to the great outdoors. Go into this niche and press the dark-green wall on the left. The Blur Artifact outside is as good as yours. While you're outside, why not fire a few rockets through the open windows? Now that's what we call softening up the enemy.

PHOBOS ANOMALY: E1M8

You've come this far not to finish the job, marine. And all that stands between you and victory over the first episode are two nasty Barons of Hell. Uh oh.

In the wall directly across from where you start, a Computer Map and gobs of health await you. It doesn't count as an official secret area.

Go down the stairs for the only official secret area of this mission. Two or three stairs from the bottom, hit the right wall. It slides away to reveal a Soul Sphere.

Rely on your Rocket Launcher and use the entire area to defeat the Barons and their Specter side-kicks. This close to the end, a performance that's less than perfect warrants death.

EPISODE TWO: SHORES OF HELL

So you survived the battle, but you lost the war . . . and the Deimos Base. There's no rest for the wicked, and as a result, none for you. You'd better move out now or you'll be dead before you breach the beachhead.

DEIMOS ANOMALY: E2M1

Teleporters abound here. Use them as escape hatches when the action gets a little too fierce for your taste. Then regroup and come out swinging.

The first secret yields you a mighty Plasma Rifle. Clean out the blue key room, stir up the bad guys below from the windows, then teleport down to finish the job. Hit the wall switch past the lava pool and a column rises from the floor. The inside switch opens the area that hides the red key (the key will be in the passage to your right); the outside switch opens a teleporter in the blue key room. Return to the blue key room and get ready to rumble. The Plasma Rifle waits for you against the far wall.

After you snatch the red key, teleport through. Paste the raging bulls on the ledge above you, and face the pair of skull switches. Hit the left skull first. Go into the teleporter and collect your health and ammo prizes.

The red door hides a blue armor vest and a Computer Map. Waste the Specter, and retire some marines to claim the stash.

CONTAINMENT AREA: E2M2

This is a big map with few stand-out landmarks to guide you. Many secret areas await—including perhaps the most difficult-to-find secret area (if you don't know it's there) in all of *Ultimate DOOM*.

From the start, nab the Shotgun on the box via the knife switch in the left wall. Move to first intersection and turn right (away from the yellow key door); battle your way to the far west wall and turn left. When you approach the box against the wall, it drops to reveal a stash of shotgun shells.

Fight your way into the area with the rows of blue floor and ceiling circles. Run down to the third blue circle room and turn right. Go into the corridor in the far left corner. When you nab the Backpack, the door behind you closes and the wall in front of you opens, unleashing an angry mob of monsters. The door back to the blue circles room opens after a while, regardless of who survives the melee. Go into the monster room and hit the blackish-colored section of the back wall. Slay the bad guys you release; hit the patch of wall with only one bar across the top, and enter the passageway. Hug the right wall and stop when you come to the section of wall with the green bar running across the top. Hit that wall for some ammo and a Computer Map.

To grab the yellow key, use the blue lights as a guide. Dash into the lava and back out again along the lights' path to raise sections of walkway to the key.

In the area immediately south of the yellow key room, stand in front of the closest, left-most circular pit with the raising and lowering floors. Drop into the left side of this pit and go into the tunnel for loads of healthful supplies.

Once through the yellow key door in the main box-filled room, dash up the walkway and nab the Backpack. Then hit the switches one at a time. Kill the bad guys you release from their pens, but don't go into any of their rooms until you've thrown all three switches. Once the action dies down, you can go into their pens at your leisure for your hard-earned prizes.

Don't forget the other yellow door . . . go through the second yellow door (in the middle of the three northern-most areas) for a Chaingun. Hit the switch and the weapon is yours.

In the southwest, with your back to the exit door, angle left into the two-column room. One column is hewn from cement, the other from high-techy

wiring and stuff. Hit the switch on the cement pillar to lower the high-techy pillar for the Plasma Rifle it supports.

Again with your back to the exit door, face the crushing walls with the skulls pasted on them. Stand against a crusher as it descends and run under as soon as it begins to rise. Take them one at a time. The third crusher (from either side) hides a secret passage on its north side. Go in for a Chainsaw and Lost Soul party.

Enter the blue key room from the crushing wall hallway. Note the triangle of light in the corner to your right (in the southeast). Step into the light and dash across the slime to the Soul Sphere. It only descends once, so you only get one chance. In our opinion, this is the one of the most vexing secrets to find in all of *Ultimate DOOM*.

REFINERY: E2M3

Boasting one Baron of Hell and oceans of deadly slime, this mission sets the stage for worse things to come.

Go past the blue key door and work your way to the pink cube room. Before you enter the devil-headed opening, turn around and approach the far left, ivy-covered corner. Hit the wall and go into this Imp cage for a Backpack.

To avoid taking any damage from the hellslime beyond the pink cube room, immediately turn left when you enter (through the devil-head opening), and hit the stone wall. Welcome to the five-sided slime pool room.

In the far southwestern room, dive through the rectangular window, slog through the lava, and dash up the steps for a Plasma Rifle. Then drop off the ledge into the blue key room.

To shortcut to the blue key door, go through a secret panel in the room with the five-sided slime pool. Hit the section of wall flanked by the studded molding opposite the entrance to this room. You can't miss it.

Once you've made it through the blue door's opening rooms, stop at the slime lake's edge. Drop into the slime and make a hard right U-turn. An alcove next to the platform hides a Radiation Suit. Once in the slime, go down the obvious tunnel in the mire to a Health Potion and Spiritual Armor stash. Don't forget to grab the Soul Sphere (on the ledge to the left of the doorway) before you go.

DEIMOS LAB: E2M4

This lab is loaded with secrets. For science to truly benefit the human race, all researchers must openly share their discoveries. With that spirit in mind, it's time to kick some devil butt and put humanity back in control.

The secrets begin in the very first room. Face the right section of wall where the light is flashing on it. Hit the wall and go in for armor, ammo, and a Shotgun.

When you take the teleporter, you find yourself in a large hall. Slay the bad guys who greet you, then ride the lift at the back of the room and walk the stairs up to a caged supply of goods. Go around the right side of the cage and stand on the left side of the short red column (with the skull on top of it) to drop the bars. Of course, watch out for a monster surprise-attack behind your new hardware.

Drop off the lift ledge and enter the ring of slime room. Turn left in the slime and dash down the passage with the goathed wallpaper. Nab the Berserker Pack and immediately dash back into the ring of slime. Run past where you entered and into a now-opened huge section of wall. Slaughter the Demons to claim your Soul Sphere and Radiation Suit.

Leave the ring of slime via the west blue-ceilinged corridor and turn right. A wall in the right alcove will be dropping the moment you see it. Shoot this wall and go in for a Chaingun and a Blur Artifact.

Once you've made it through the yellow key door, turn left and follow the circular passage to its northern apex. Stand on the red floor and it drops away, sending you to fight with a huge assortment of bad tempered nasties. Hit the switches in the central structure to raise the stairs, then stand on the white telepad in the room atop the stairs. Go down to the main floor (note the teleporter ahead of you now—it leads to the exit room). But before you go...

Return to the circular hallway above, turn right and follow the hall past the passage on the left until you get to a niche in the floor against the left wall. Drop in for a Plasma Rifle. The teleport takes you back to the white telepad mentioned above.

Return to the circular corridor, turn right at the top of the lift, and this time, go down the left passageway to the lava room. The small door on the extreme right leads to a slime pond. The hole in the right wall above the slime leads to a suit of blue armor.

Drop into the lava, step into the lava beyond the rocket, and hit the far wall. Go down the left passage and stop at the threshold into the room. The

ceiling will begin to crush you the moment you step in. Dash inside and smack the green patch of wall on the left to keep from getting squished. The corridor takes you back to lava room.

Once in the exit room, drop into the lava lake and go to the teleport that's below and to the left of the exit door. Hit the skull switch to raise a walkway for easy access to the exit. Once you've opened the exit door, don't forget to turn around and nab the Soul Sphere before you go.

COMMAND CENTER: E2M5

You get to do more than conquer baddies in this mission—you get access to this episode's Secret Mission, Fortress of Misery.

Once you've brought peace to the first encounter room, you'll find that two secret areas are ready and waiting. Come even with the green torches (either the left or right) and face the outside wall. Walk toward the wall. Turn to face the entrance door and a wall before you automatically drops. Slay the Imps and claim the ammo. Repeat the process on the other side of the room.

For access to this episode's Secret Mission, climb the stairs out the mission-opening room and go through the right skull-switch wall. Work down the hallway to the green room. Face the heart-on-a-pedestal and go into the left door. Hit the switch inside the room, exit, turn right and go up the stairs and through the false wall. The teleport takes you to a Lost Soul-infested room. Hit the lion head on the wall for access into room with a white teleporter. Step on that teleporter to go to a hallway that leads to the entrance to the Secret Mission: Fortress of Misery.

Once you've battled your way over the bridge that spans the slime (the bridge with the huge devil-head cube and the skull shishkabobs), you enter a Demon-infested room and get gang-rushed by a horde of lesser losers from the left. Go into their room and hit the far left wall panel that's behind the glowing skull art. Another Chainsaw is yours for the taking. Leave these rooms via the big door to the west, and you'll come to a hallway with two doors. Take the right door first. Hook around the right side of green pillars and go into either skull door. Battle your way down the ivy halls and hit both of the green buttons that you find. You've just given yourself access to a Plasma Rifle a few rooms away. Return to the brown hallway with two doors and go through the door next to the curly-horned devil head.

In the center of wide circular stairs area, a Radiation Suit and other items await. Walk past the rocket to the top of the stairs and listen for a door

opening behind you. Go back down the stairs to kill some more baddies and nab your swag.

The door at the top of the stairs leads to two corridors. The left corridor leads to the exit; the right to nasty slime pool. Use that Rad Suit to plow through the slime. Work your way around the Imp platform (where you activated the two green buttons) to the ammo clip against the north wall. The wall rises as soon as you approach. Dash down down the hall, waste the caged Baron of Hell, and keep going north. The UAC doors take you to a ledge that circles a slime moat and Plasma Rifle Island. The center pentagram door takes you to the Plasma Rifle itself (the two-button sequence mentioned above raised the bridge to the island). Drop into the slime for an energy cell on the north side of the island, and a teleporter on the south side that takes you back to the opening room.

FORTRESS OF MISERY: E2M9

Though there are no secret areas in the mission, there are a few tactics that help you emerge victorious. From the start, hold the **[Shift]** key down, dodge the Barons, and immediately run into the Cacodemon room to stir them up. Wherever you go, your monster friends follow. Let the Cacodemons and Barons do what they do best, and mop up any survivors. Ultimately, only your speed and dodging abilities will keep you from an untimely demise within the walls of this miserable mission.

HALLS OF THE DAMNED: E2M6

The secret areas in this mission at times don't seem very secret. Then again, this is where damned walk the halls, so perhaps confusion is par for the course. Once you play this mission, you'll know what we mean.

The secrets begin as soon as you find the blue key. Two pens of bad guys are released when you come even with the key. Go into the alcove with the brown back wall, hit it, and use the Chainsaw inside to carve those Demons into grill-sized steaks.

Work your way down the green and silver hallway past the inviting brown passage entrance, and turn left at the first niche. Go into the door next to the candelabra for ammo and health goods. Use the Light Amplification Goggles for when you actually dive into the brown hallways in search of the red key. You'll find the key to opposite the bloody heart-on-

the-altar in the extreme southwest of the mission map. Go past the blue flame and look left.

Once you've survived the brown halls and have the red key, return to the silver and green hallways, turn left, and go to either as-yet-unexplored candelabra doors at the end of the hall. Here's where the rest of the secrets begin.

Battle your way down the hallway to the green button. Hit it and follow the passage that opens up opposite it. Once in the central hub, you have to go east, north, and west to claim the secrets.

From where you enter the hub, go down the first door to your right for the yellow key. When you emerge from the yellow key room, take the first real passage to your right. You'll come to a yellow door that's marked Exit. It's a fake exit. As soon as you hit the button, the floor lowers you into a party with some marines and Cacodemons. Exit out the door on the left side of the platform. Use your Computer Map to help you navigate the remainder of the mission.

Back in the hub, go to the north room. Grabbing the stuff on the table unleashes a grab-bag of floating monsters and gives you credit for finding the secret.

Back in the hub, go to the western door. Dash in for a Chaingun and paint the green walls red with monster blood. As a bonus to surviving the battle, you get credit for the last secret in this mission.

Return to the blue door to end this mission.

SPAWNING VATS: E2M7

This is a vast mission with two minor secret areas. Essentially, the fight here boils down to keys.

You'll find the blue key by going through the Demon-infested box room in the northeast corner of the mission. You emerge into the Baron of Hell's outdoor area with the long rectangle reflecting pools of slime. The key is against the far wall.

You'll find the yellow key by going through the blue door, thumping down the stairs, angling left and padding across the floor, then climbing up the stairs in the far corner of the room.

You'll find the red key by going through the yellow door, blasting through the last UAC door on the right, dropping into the pit, slipping into the passage, and hitting the switch in the small room. The pedestal in the

center of the room lowers the red key to you. Good luck and have fun. As for secrets . . .

Work your way past the first blue door room to the long hallway with the silver UAC half-pillars. The third indentation on the right is a corridor that leads to a very dark area. Hug the right wall when you enter and follow it past the green armor to the switch. Hit this switch for a Chainsaw, armor, and ammo. Go past the entrance to this dark area to the far right corner (southwest) for a Plasma Rifle.

Once you've got the red key, go to the room flanked by the radiation triangles. Hop into the opening above to the slime pool in the far-right corner. You end up in a room with a Rocket Launcher and teleport pad that takes you to a red door. Hit the switch behind the door. You've just opened up an alcove with a Soul Sphere in the starting room.

TOWER OF BABEL: E2M8

Even though there are no official secrets in this mission, we have a few tips we'd like to share:

Detonate the Lost Souls as fast as you can. We prefer to use a Plasma Rifle. Since you can't take any of your weapons with you to Episode 3, why not be liberal with your ammo? However, save the Rockets for the Big Baddie himself. If you get faced by only a few of his mighty rockets you'll see stars. So keep that **(Shift)** key down and keep your distance while you backpedal, dodge, and fire. Only the best marine will win.

EPISODE THREE: INFERNO

You might just make it after all, dogface. Grab your guns because it's time to teach those monsters the meaning of life in hell.

HELL KEEP: E3M1

When you grab the Shotgun in the lava area, the walkway below you drops away. Run as fast as you can to the far left corner of the lava and down the narrow passageway to escape a fiery death. As for secrets, there is one. In the gray-walled, second-to-the-last room, face the west wall (the exit door will be on your right). Press the wall and claim a Rocket Launcher.

SLOUGH OF DESPAIR: E3M2

This mission is meant to confuse you. Even though you're a rat in a maze, you're at least a rodent who can fight back.

Start by hugging the right wall all the way to a marine-on-a-stake. Look at the automap—you're in the devil's thumb. A Chaingun awaits you in the far wall. Jump into the lava to lower the wall that protects this mighty weapon.

Turn right when you leave the "thumb" and hug the wall until you get to a marine window display. Shoot the back wall of any of the marine pens to reveal a red triangle on the floor. Step on the triangle to lower the marines' pens to ground level. Their worldly possessions are now yours for the taking.

Go to the torch in front of the blue door area (the devil's ring finger). Put your back to the finger's entrance, walk past the torch, and stop when you get between the two stone pillars. Turn left and hit the wall. Test the might of your new Plasma Rifle on your hell-based buddies.

Note that the blue key and a Computer Map both hide in the pinkie finger.

PANDEMONIUM: E3M3

Only a few wimpy secret places appear in this mission. But while the secret areas lack, you get access to the star of the show—the dreaded BFG 9000. Firing this bad boy in a crowd adds a whole new dimension to mass murder. For the survivors, pandemonium ensues.

From the start, go up the stairs into an brown ceiling-less room with a pillar featured prominently in the center. Press the skull switch at the back of the room to lower the pillar and Shotgun.

To get the blue key, put your back to this skull switch and turn left. Climb the stairs and turn right, then left, then right. Drop into the lava and dash to the thin, silver passage. Descend the stairs for the blue key. Either hit the eye switch in the lava to ride to the blue armor, or return to where you dropped into the lava and hit the curved spine-like wall to bring down a lift.

Return to the brown Shotgun-on-a-pillar room, put your back to the skull switch, and climb the stairs to the right. Turn right at the top, and down to the lava at the end of the passage. Run straight ahead and buttonhook to the left on the ledge. Battle down the curving steps to the Invulnerability Artifact. It has but one purpose—to allow you to survive the lava long enough to grab the Soul Sphere and the BFG 9000. Oh, yes! Run back up

the stairs and slog into the lava. The BFG is in a niche in the far right wall; a Soul Sphere hides in a niche in the mottled lava opposite and to the left of the BFG.

From the start room, turn right, battle past the squat red pillar and down the shadow-and-light-banded hallway. At the last shadow band, turn right and duck into the passage. Go over the blue-poison bridge and down the hall to the red room. Just getting to this room counts as a secret. Battle down the walkway and follow the passage around until you get to the Berserker Pack. Alternatively, you can dive into the lava and snatch the Berserker Pack and use it to attack the resident bad guys. Either way, accessing the rooms behind the Berserker Pack counts as a secret found. Return to shadow-and-light passage.

Just before entering the scrolling-skin pillar room, duck down the left passage to a green slime lake. Drop in and hook around to the right for a Chaingun.

When you enter the open area with the blue door, walk around the center bunker and stand on the brown step. The wall to the right of the room's entrance drops to reveal a monster party. Once the dust settles, hit the big panel of wall to the left of the entrance (the mirror opposite wall of the one you dropped by standing on the bunker). Slay the Demons, claim your booty, and finish the mission.

HOUSE OF PAIN: E3M4

House of Style. House of Pain. What's the difference?

Hang the first right and press your advantage in the Demon-infested room. Hug the left wall and hit the panel to the right of the image of old baldie. Go in for a Shotgun, ammo, and a Medkit.

Go across the hall past the start area, and battle through the lava-floored, caged Cacodemon room. Step on the teleport pad to enter a Specter-filled room. You only have one more secret and a lot of killing to go. Speaking of which . . . blast the Demons through the window while you're there.

Atop the stairs, you come into an open-air block party with all your favorite low-life hellmates. Pop a shot into the crowd, duck back into the hallway, and let them settle their differences. Once death reigns supreme, go toward the far switches by threading between the two giant crushers. Throw the left and middle switches to raise the goods to ground level. Save the Invulnerability Artifact for when you hit the right switch to open the door for some hot and heavy action in the next area.

To get the blue key, take the right branch of hallway just before you get to the blue door. Once you're through the blue door, hang a left through the blast door. Go through the door past the Blur Artifact and turn left. Stir up the bad guys within the next room and slay the survivors. Once calm is restored, enter the left door (opposite the small silver door). Press the western V-shaped wall in the long room. Once you've pasted the Demons, boxes and boxes of rockets and more are yours.

Stop when you enter the twin skull-switch column room. To open all of the areas controlled by these switches, hit only the switches on the west and south of both columns.

Once you're through the red key door, go all the way down the passage to the lava tunnel. Turn around and shoot the far wall in the last niche for a Radiation Suit. The exit is a few battles away. Good luck, marine.

UNHOLY CATHEDRAL: E3M5

Blessed be he who puts his faith in the BFG 9000, for he shall rule the earth.

From the start, go through the left-most door. Hit the left wall as soon as you enter the small room, and battle your way down the passage for a pair of Light Amplification Goggles.

From the goggle room, battle your way north while staying on left, western side of the mission map. Once you get to the green slime room, the doors to the lava area will open. Dash into the lava, hugging the right wall. Hit the patch of wall between the blue goal posts symbols in the wall. Use the Rad Suit inside to help you nail the bad guys, then step on the teleporter to see the middle of the cathedral up close and personal.

In the cathedral central, go to the eastern wall. Press the patch of wall to the right of the glowing red symbols for a Chainsaw and Soul Sphere surprise.

Take the pulsating teleporter in the northwest corner to escape the central area. Work your way back to the outside of the cathedral and step onto a teleport pad from the outside. Each time you port in, a wall in one of the central structures drops, revealing a stash of prizes and a mad-as-hell enemy.

Once you're ready to finish this mission off, step into pulsing teleport to the Demon area. Go through right door and stop at the red telephone booth-like structure. Walk through it and keep going to drop a portion of the silver wall to the blue skull-crushing room. Once lawful hell-justice has been served, hit the southeast switch (the one immediately to the right of where you entered) to open secret doors at the end of each narrow passage on the east and west sides of the room. Loads of rockets and even a Rocket

Launcher await. Hit the northeast switch to lower a patch of wall in the northwest corner—go in for the blue key. Smack the northwest switch for to reveal a Chaingun in the northeast corner. The southwest teleport crusher takes you to the same location as the pulsing teleport does in Cathedral Central.

Turn right when you leave the crushing-skull switch room, and hug the wall. Hit the third wall panel down to reveal a slime pool. Go in for ammo atop the far stairs.

Once through the blue door, approach the six-skull panel. Immediately dash in and snuggle into the right niche. Hit the devil head wall for a BFG and other items. About that same time, an unholy horde of meanines start teleporting into the room in the center pit. Show them what a BFG can do in the hands of a master.

Mt. Erebus: E3M6

Some call this the centerpiece of the original *DOOM*. Others call it something we really don't want to print. Use your imagination. With loads of baddies, a way deadly environment, hard to find secrets, and access to this episode's Secret Mission: The Warrens (E3M9), this mission's got it all. Note that you'll need to save a single rocket to access this Secret Mission exit.

Once you've cleaned out the building that you face at the start (and the main deck surrounding it), grab a Rad Suit and head for eastern-most isle. You won't find Gilligan or the Skipper there, but you will find some valuable prizes. Enter through the wall in the eastern niche (the one with the lion head). Slay the baddies behind the bars before you hit both skull switches. Claim their prizes and surf the lava back to the main deck.

Climb the steps of the Greco-Roman-inspired temple (the building in the northeast corner of the main deck). Drop in uninvited on the Specters. With your back to the door, the teleport to your left takes you to a ledge on the temple for a box of Shotgun shells; the teleport to your right zaps you to a much-appreciated Plasma Rifle. Try this new weapon out on the Cacodemons that float out of the blue building to your right.

Enter the large green building with the four Imp cages. Once inside, test your might with the Berserker Pack on your former friends and their Impish pals. With the door behind you, hit the wall behind the right candle for energy cells; hit the wall behind the left candle for a teleport ride to slime pool central.

Once you've made the above-mentioned teleport ride, the Chainsaw is an easy jump away. You must jump on the Chainsaw platform to get credit for a secret. Drop to the cool blueness below and go to the base of the central building for a teleport ride back to the steps of the large green building. Drop into the red cube for a teleport ride to a heated argument with some AWOL marines and the blue key. When you visit the marines, the left-forking passage leads to the blue key; the right fork leads to a switch that opens a door where you teleported in.

To get to the blue key exit, drop off the west edge of the main deck and slog through the lava between the red Soul Sphere building and the gray, stone wall. Enter the tunnel in the stone structure and use that blue key.

To get to the Secret Mission exit, ride the teleport in the Berserker Pack/Marine room to the ledge above the cool blue water. Follow the ledge to the right (east) until you're directly above the blue rectangle (with the skull switch inside). Get out your Rocket Launcher, face the brick wall, and fire. The blast should propel you into the presence of the skull switch. Of course, you should save your game before you give this trick a whirl.

WARRENS: E3M9

This mission begins just like E3M1, Hell Keep—but it's all downhill from there. If you were peeved about only having your pop gun and a ammo-challenged Shotgun to use against the baddies the first go-round, you get to exact some sweet revenge here—to a point.

The first secret in this mission is in exactly the same place as it was in E3M1. Work your way into the circular gray room that precedes the exit room, and hit the left, western wall. Unfortunately, you won't find a Rocket Launcher in this niche this time around—if you're in Ultra-violence Mode, that is.

Step on the "exit" teleporter to bring down the surrounding walls, and sweep up the rockets in front of you before Big CyberUgly comes clomping around, rockets bursting in air. Return to the gray room, down the Cacodemons waiting for you, and keep backtracking to the start area. Once you down the Baron, don't forget to plow through the lava pit for a Berserker Pack, a Chaingun, and a Rad Suit. Also, be sure to drop into the lava room in the southwest (the one with the Shotgun on the falling walkway) for a BFG 9000 and a Rad Suit.

Go to the eastern wall of the start area and get ready to rumble. Once you've cleaned out the Warrens, gladiator style, return to the doors of the

start area. Hit the panel to the right of the door to gain access to the mission-ending teleport.

Limbo: E3M7

In Limbo, there aren't any true secret areas to waste your time. However, you'll probably have a case of teleporting sickness when you're done. As for getting through...

You'll find the blue key by going down the west tunnel from the main lava pool. Hang your first left and hug the left wall until you spy the blessed blue key.

Go through the southern blue door, hook around to the right and hit the switch in the niche. Run into the main room and hit the switch behind the Baron to raise the bridge to the red key teleport.

Go through the northern blue door and keep going until you get to the Rad Suit room. With your back to the way you entered, slog down the right passage, turn right, then left, then right for a BFG 9000 and a teleport to the southwest side of the map.

Back in the Rad Suit room, slog down the left tunnel and go straight ahead to the next Rad Suit room. Keep going straight (west), follow the passage and take your first left. Take the teleporter in the lava to the southwest corner of the map—or turn left before you get to it and follow the passage for the red key. Go through the red door behind the red key and press the switch. All red doors will open as soon as you hit that switch.

Go to the red teleport in the far southwest corner of the map. Hit the switch in the room that shares a window with the yellow door room. Teleport back and go to the central lava room. Head north and slip into the teleport pillar on the far left (west). Hit the switch to the left of the teleport and run up to the yellow key on yonder platform.

Work your way back to the huge, central lava room and ride its teleporter. Hit the switch behind the yellow door and teleport back to lava central. Go through the western door, hang a right, and hug the right wall to the lava pond. Go into that red-door teleport pillar, and the exit is just past the yellow doors.

Dis: E3M8

OK. It's you against the CyberSpider. If you've been able to down a Cyberdemon without trying, SeñorFour Legs isn't going to be much of a

challenge for you. Go into the central room for the blue armor and the Plasma Rifle. Use the energy cells it contains for use in the BFG. Draw the lesser losers into a crossfire. Along the way, brain the spider with three direct BFG hits and you're a hero.

EPISODE FOUR: THY FLESH CONSUMED

The ultimate challenge awaits you, soldier. Finish these missions, and maybe, just maybe, you'll earn a much-needed weekend pass out of Hell on Earth.

HELL BENEATH: E4M1

Put away your Pistol and let's get some real firepower in your hands. From the start, drop into the slime and hit the far edge of the right walkway. Go in for a much-needed Rocket Launcher and ammo. Stay in this niche and hit the left wall for access to a small room with a pair of teleporters. Each takes you to a ledge above this open area.

Enter the red door, clean out the room, grab the blue key, then head for the torch in the north wall (to the left from the entrance). Hit the torch and run for your life. Use the whole area to fry the Barons, then return to this room. Walk around the NIN letters (not on them) one complete circle. The walls raise up, you (should) get credit for a secret. The devil head switch lets you out. If you don't get credit for this secret, try setting off this wall trap and running out of the room before the walls block you in. It's tough to do, but possible if you run.

PERFECT HATRED: E4M2

Loaded with secrets, swarming with monsters, overflowing with lava, Perfect Hatred is a mission worth writing home about. What's even better, you also get access to Episode 4's Secret Mission here.

From the start, ramp over the left steps, hit the face switch, and leap into the hole in the opposite wall. Drop into the slime, hit the face switch and the panel to its left, and dash up the stairs in the north wall. Before you

step into the teleporter, hit the left wall and slip into an alcove with a Berserker Pack and cells. Go to the end of this secret room and hit the right wall. Ride the teleporter from this side to a room with blue armor and a decidedly unfair advantage over the snarling pink Demons that guard the exit room.

Once you've taken the blue key away from the Baron, work your way up the blue key steps, but stop before you step onto his platform. You can either play cat-and-marine with the Cyberdemon, or telefrag him. How? Grab some rockets and/or the Rad Suit on the right side of the platform, drop into the slime (or hurry back down the steps) and get onto the now-revealed teleport pad just below the exit platform. What a mess.

To access this episode's secret mission, grab the BFG and hit the low wall to get out. When you hit this wall, you also open a small room in the western wall at slime level. Hang a right out of the Cyberdemon pen, fall into the lava, and hug the right wall to get in the niche. You'll have to run to make it. Don't be afraid to hit the switch inside.

FEAR: E4M9

This mission's a piece of cake . . . sort of. Wide open and somewhat confusing, you won't fear this mission so much as be annoyed with it. Still, you get to rocket attack Barons from long range, and there aren't many things more enjoyable than that.

From the start, work your way south. You can climb the silver boxes on the left for ammo and blue ammo, and drop down to the Plasma Rifle on the island in the water below. Dash down the beam and leap to the catwalk. Turn right and slay your way to the yellow key beam. Jump onto the beam and claim your key. If you want to telefrag the caged Baron in the center of the southern room, simply step onto the telepad next to the yellow key (or the Plasma Rifle).

Once the fuss has died down in the southern, central room, go through the west door (the door to your right as you enter from the north) and battle your way up the right-side steps. Welcome to a silver-column room. Press the wall immediately to the right from where you entered (behind the Medkit, between the two white streaks) and tame the beasties with the help of a Berserker Pack.

Once you've breached the yellow key door, go to the exit switch—but before you hit it, do a 180-degree turn and press the wall opposite the

switch. What's this? It's a back-to-school Backpack. It's what discerning marines will accessorize with this fall. Now all you need is a slide rule.

SEVER THE WICKED: E4M3

There's lots of things to sever and kill here, so let's go.

At the start, hit the skull switch on the wooden monolith behind you. This raises the platform to the Invulnerability Artifact to the east. But before you dash down to grab it, slide off the right side of start platform toward the lava trench (just to the right to the bridge's entrance). You should fall onto a ledge with a Backpack, a Berserker Pack, and an Blur Artifact. Jump into the lava and hit the lion-headed switch to lower an escape lift.

Descend the western stairs. Once you've humiliated the residents within, you'll see a two sets of stairs to the south—one flight going up, the other down. To get the first secret, climb the left flight of stairs. As soon as you crest the stairs and make it to the lion-headed door, a gang of Imps comes out of a hidden pen opposite the door. Dispense death, and you'll have more ammo and armor than you'll know what to do with—that is until you open the lion-headed door to the area above the red key room. To get the red key, you can drop into the hole, though that's probably the most unhealthy way to go about it. Instead, retrace your path down the stairs and descend the right flight of the southern steps.

Hug the right wall as you battle toward the teleport in the niche at the far side of the lifting-floor room. Step on the teleport, and the red key platform is only a few skirmishes away. Hit the small monolith to bring your glowing red prize within reach.

Turn right when you leave the red key platform and go into the small, western rocket room. Hit the wall opposite the skull switch for a secret passage to an ammo and Soul Sphere fiesta with some Imps. Hit the wall to the left of the skull switch for access to a teleport that zaps you to the starting platform.

Once you've got the blue key, drop into the eastern lava pit and go through the large red door. A teleport is tucked in a corner around the outside of the circular staircase. It takes you back to the starting platform. You'll only get credit for 90% secrets found, but don't fret. If you go to all the places we point out, you've found them all—giving you 100% credit in our book.

UNRULY EVIL: E4M4

It would seem that by its very nature, evil is unruly. That's not to say evil can't be lawful. . . . Case in point would be this mission. You've got to obey the jumping laws of *DOOM* (or lack of them) if you want to find all the secrets.

Start by going up the lift and hanging a left. Press the green torch. The floor drops, allowing you to kill a bunch of bad ol' marines over a Berserker Pack. Don't go into the Berserker Pack room yet. Let the floor rise up, bringing you into the presence of a Rocket Launcher. The teleport zaps you to the area just outside the first encounter room. Go through the big door, turn right, and hit the green torch again. Dive into the Berserker Pack room this time. Take the teleport while the 'roids are raging, and feed the waiting Imp gang a country-sized helping of brass-knuckle sandwiches.

Once you've given the Imps their fill, head east to the large eastern slime room with the twelve short platforms. Hit the north side of the far north-eastern pillar to lower it. Pillar-hop your way to a healthful stash of supplies in the southwest wall. Then hop your way to the middle pillar in the second row from the entrance. Once on top, face north, and hit your **Spacebar**. A tall section of the northern wall drops away. The teleport inside takes you back to the now-familiar Rocket Launcher room.

The rest of mission is a red key/red door kill-the-bad-guys affair. Once through the red door, hit the face switch on the right wall to lower the far lift. Ride it up and step into the teleporter on the right side. Hit the face switch, and slay the bad guys who come storming across the courtyard. Repeat this whole process on the left side. Besides unleashing a horde of bad guys, the switch in the left-side marine gallery also opens the bars to the exit.

THEY WILL REPENT: E4M5

The old game of red key, blue key, yellow key comes back to town. The low terrace walls makes staying out of the hellfire downright easy. Moreover, the secret areas are well marked and easy to find, provided you know where to look.

Battle down the steps, clean out the rooms, and force your way into the red key room. Don't forget to step on the teleport pad in the area outside the red key room for a rocket bonanza.

Just inside the red key room, press the studded ceiling-to-floor column. A box of rockets is yours to keep. Once you've nabbed the red key, go through the red key door in the southwest corner. Once through, hit the patch of wall immediately to your left for a healthful surprise.

Send all the nasties back to hell in the blue door room, then drop into the lava and hook left through the small red door. Slip through the small silver door and hang a right through the big red door. The blue key is dead ahead. You won't miss it.

Snipe the baddies from the blue door ledge, then return to the walkway just before the blue door. Drop through either hole in the wall into the lava falls (hopefully onto the Soul Sphere tucked into the corner of the falls), and hug the right wall in a mad dash for a Rad Suit.

Go toward the yellow door, then hang a left in the lava passage en route to the devil-head panel. Once inside, hit the left wall for a Berserker Pack. Take the teleport and balance your way to the yellow key. You can dash through the lava toward the southeast corner for an Invulnerability Artifact before you step onto the white teleport pad at the foot of the yellow key balance beam.

To get the BFG behind the exit switch, stand before the window overlooking the yellow key room. Leap through the window to the ledge left of the exit switch. It's tricky, but very doable. Follow the ledge all the way around the little spur. Jump across to the tail of the BFG ledge and the prize is virtually yours.

AGAINST THEE WICKEDLY: E4M6

We wanted to make some King James-style Biblical puns regarding the title of this mission. Lo, they were deleted. And so spaketh our Editor.

When you enter the courtyard (with the blue key gleaming atop the castle) slide left toward the last gnarled tree. Slip into the niche before the tree and walk through the back wall (it's a false wall) to score energy cells and a Plasma Rifle.

From the Plasma Rifle, go around to the other side of the moat and drop in on the monster party. Stand on the platform carved into the right wall and hit the middle patch of wall. Go through the Blur Artifact to the studded panel at the far right. Hit it to bring down a lift, and then ride it up to a Soul Sphere. Unfortunately, you won't be able to jump to the blue key from here.

Back in the slime moat, go to the northern platform (the one with the Rad Suit on it). Hit the center patch of wall to the left of the torch. Going up the first right passage scores you some rockets; open the door atop the second passage to battle a Baron of Hell over a Rocket Launcher (save him for last); and go straight ahead through the Lost Souls to the end of the main passage to the green door. Open this green panel to battle a horde of Cacodemons that hover above a lava pit (a Rad Suit is hanging in the far corner on the other side of the lava pool).

Once the Baron (mentioned above) is down, hit the face switch inside his room to lower the yellow key. Then hit the big pentagram door to let you dance with some baddies next to the yellow key.

From the foot of the yellow key stairs, dive into the slime and hit one of the walls which support the high-flying central teleport. Taking the north lift zaps you to the foot of the yellow key stairs; ride the east lift and you'll end up on the ledge east of the teleport; select the south lift and you'll end up on the rocket box ledge high up on the southern wall; clamber aboard the western lift and say 'hey' to the blue key.

Use the blue key to lower the bars in front of the yellow key. Once you've got the yellow key, step out the far-right barred window. If you've been following along, you've already been in this Cacodemon lava pit. But what the heck—a secret's a secret.

Take the east lift in the central slime pool and ride the teleport to the right of the yellow and red skull picket fence. Drop off the platform and dash around to the backside of the large green structure immediately to your left. Hit the switch inside to lower the yellow portion of the skull pickets. Then ride the teleporter between the two green structures back to the picket fence platform. Leap to the teleport below and say 'see ya' to the baddies that stand between you and the holy red key.

With the red key, repeat the yellow key process mentioned above. When the red fence is down, peer out the window and look right. Jump onto this ledge for a heap of software and hardware for your machine. Only step on the teleporter if you want a face-to-face showdown with a Cyberdemon.

If that isn't your style, we suggest you drop into the deep slime, ride the eastern lift to the teleport, and run through the tunnel in the south wall (next to the platform first mentioned at the beginning of this description). Grab the Backpack and Invulnerability Artifact, then dive into the deep slime and show Goat Boy who's boss. You might even consider riding the south lift to nail him up close and personal. Hey, when you're god-like, you make the rules.

AND HELL FOLLOWED: E4M7

We hope you're playing along in Ultra-violence Mode. If you do, not only do you get to battle yet another CyberGoat, but you get another BFG to show off to him. Boy, won't he be impressed. If you survived Against Thee Wickedly without cheating, you could sleep through this one and still emerge unscathed. Now, regarding secrets . . .

From the start, blast down the right hallway and turn right at the bottom of the stairs. Forge ahead through the devil door. Once inside the Chaingun room, the right devil panel hides a Computer Map, and the left, some bad-dies and a tantalizing view of the yellow key. Use that Computer Map and follow along.

Backtrack down the right north-south corridor and go through the last door. Hit the switch in the back of the dark room to lower a Soul Sphere. Grab it to reveal an Imp gang and the blue key.

Work your way to the crown-shaped southeastern room. Survive the melee there and you'll score a red key.

Go through the huge devil head wall (it's to the right of the red key) for a teleport ride to the yellow key.

Press through the yellow key door on the south side of the red key room. Follow the stairs down to the small room with the BFG in it. Nab the BFG, then hit the wall behind it for an Invulnerability Artifact, Rocket Launcher, and Soul Sphere experience. Then pop off a Pistol shot to summon an alloy-hoofed CyberGoat (in Ultra-violence Mode) to arrive at the green pad in the middle of the room.

When the mush settles, go back to where the powerups where, and hit the eastern wall (next to where the Invulnerability Artifact was). A panel opens to reveal a small alcove with nothing in it. To get credit for the secret, you have to clip through the wall. Leave Goat Boy's bloody remains by going down the steps to the blue armor landing. Hit the switches to keep the door past the green torch open.

To end the mission, go to the huge courtyard in the north, clean out the place, then drop into the slime trench. Slog east through the slime to grab the Plasma Rifle on the high ledge overlooking the yard; slog west through the red gates to the weaponry and switches on the other high ledge. Hit those switches, and the exit switch on the center dais is a stroll away.

UNTO THE CRUEL: E4M8

Unlike the usual end-of-episode mission, this one's a killer. The entire *DOOM* zoo comes out to play here, so strap on your combat boots and get ready for some real action.

The first secret area is in the very opening room. That's good. You'll need what you find there for the action ahead. From the start, go to the second niche on the left. Hit the twitching corpse, and a room just to your left opens up. Grab the goods inside and move out. That Chaingun will work nicely against the marine party on the walkway beyond the at the bottom of the stairs.

Once you've stood down the marines, meander down the right walkway to the large pentagram panel. Go in for a red key.

The center dais is loaded with Barons and a pair of switches (one each behind the red and yellow doors on this center dais) that when thrown, provide access across the lava pool to The Spider Mastermind and his minions.

As for the yellow key. . . Head down the left walkway (the mirror-opposite of one that led to the red key), and go through the pentagram door for a teleport ride to an out of bounds marine and Imp party. Once the festivities die down, head up the stairs to the Baron's cage. Turn right and drop into the water pool. Hit each column to lower its prize. Start with the Backpack (to maximize your load-carrying potential).

To get the yellow key, wade out of the water and go straight ahead to the blue armor cage. Traverse the catwalk, hit the skull switch, drop down the hole you just made, slay the Barons, and the yellow key is yours. The secret way to get back to the yellow door means pressing the wall panel directly behind the yellow key. Ride the teleport and you'll be on the ledge that overlooks the monster cages north of the water columns.

Once in the presence of the CyberSpidey, you'll might want to use the contents within a pair of secret niches to help your cause. One is immediately to the left of the entrance. Hit the small, recessed panel for a teleport that takes you to the yellow key room. The other niche is more useful—it contains a BFG and lots of cells. You'll find it dead center in the eastern wall of the main Spider-fighting arena. When the Bionic Wonder Brain is a pile of useless girders, the center structure lowers to reveal a yellow floor-exit. Congratulations, you just saved the world.

ULTIMATE FIGHTING

When *DOOM* was first released, most of us were content to kill all the monsters and be done with it. But the brave, the proud, the few, took the challenges of online and network play head-on. These foolhardy souls helped to forge a new frontier in 3D action gaming—heck, computer gaming as we know it.

As the seminal 3D action game, *DOOM* tested the Deathmatch waters. That it worked was amazing enough. Others have built on *DOOM* and have done much better. *Ultimate DOOM* has neither great Deathmatch arenas nor supports sixteen players simultaneously. In fact, Deathmatch play is much better in *Quake* or *Duke Nukem 3D*—games whose missions are designed with Deathmatch in mind. If you press ahead and play Deathmatch with *DOOM*, check out the end of the *DOOM II* section for some *DOOM*-specific Deathmatch tricks. As for *Ultimate DOOM* slaying grounds, try:

- ♣ Nuclear Plant: E1M2
- ♣ Command Control: E1M4
- ♣ Central Processing: E1M6
- ♣ Military Base: E1M9
- ♣ Deimos Lab: E2M4
- ♣ Halls of the Damned: E2M6
- ♣ Slough of Despair: E3M2
- ♣ Unholy Cathedral: E3M5
- ♣ Limbo: E3M7
- ♣ Sever the Wicked: E4M3
- ♣ Unruly Evil: E4M4
- ♣ Against Thee Wickedly: E4M6
- ♣ And Hell Followed: E4M7
- ♣ Unto the Cruel: E4M8
- ♣ Fear: E4M9

It should come as little surprise that the fourth episode in *Ultimate DOOM* provides the best Deathmatch arenas. The guys at id had clearly put into practice some hard-earned Deathmatch lessons learned from the original *DOOM*. But why rely on us? Pick a mission that best suits your mood, and have at it!

CHAPTER 3 DOOM II

Publisher:	GT Interactive Software
Developer:	id Software, Inc.
Release Date:	Fall, 1995
Overall Rating:	★★★★

Check out these INTERNET
addresses for more info:
www.doomgate.games.org
www.tango.on.ca/

AN APOCALYPSE NEVER FELT SO GOOD

Every once in a while, a sequel is better than the original. Such is the case with *DOOM* vs. *DOOM II*. More brutal than its predecessor (is that even possible?), *DOOM II* delivers thirty-two new, complex, and huge missions to drag your bloody carcass through! There are crisper graphics to slay by (due to an increased animation frame rate), and an even more sinister and interactive environment—replete with collapsing ceilings and seven even more deadly

kinds of bad guys. (As a bonus, all monsters actually hunt you down when you alert them to your presence.) Thank goodness your *DOOM II* arsenal contains the infamous double-barreled Super Shotgun.

Even though the *DOOM*s have glaring game-play limitations when compared to the likes of *Quake* and *Duke Nukem 3D* (we found ourselves really yearning to look up and down, jump, crouch, and cuss!), the monsters, mood, size, and puzzle complexity of the *DOOM II* missions help to gloss over these limitations. In short, *DOOM II* forces you into the radioactive waste, throws heaps of vicious monsters your way, and metes out the Medkits in a way Ebenezer Scrooge would have approved of—that is, before those do-gooder ghosts scared him straight. So, if you find yourself dragging through each mission with an average of twenty health points, don't despair or think of yourself as being a poor player. Instead, wipe your brow and welcome yourself to *DOOM II*.

A BRIEF NOTE ON STRATEGIES, WEAPONS, ITEMS, AND MONSTERS

We conveniently placed all of our *DOOM*-specific strategies and tactics right up front in Chapter 2, *Ultimate DOOM*. Why? Because the strategies and tactics you should use in *Doom II* also apply to any *DOOM* incarnation. As for weapons, items, and monsters you encounter along the way—if it's in *Ultimate Doom*, it's also in *Doom II*. You'll find a discussion of those vital hardware and vile meatware *DOOM/DOOM II* products at the beginning of Chapter 2.

However, check out the sections below to read about the swell *DOOM II*-only things you'll encounter en route to ridding the world of the Dark One's scourge.

TWO SUPER-MEGA ADDITIONS

In addition to the lovely tools of destruction and salvation you came to love in the original version of *DOOM*, you'll also find two oh-so-cool new toys: the Super Shotgun and the Megasphere. What a beautiful yin-yang balance. Ohm...

SUPER SHOTGUN

Best Used Against: Former Humans, Sergeants, and Commandos; Imps, Demons/Specters, Lost Souls, Cacodemons.

Double the fun, twice the reloading time, and three times as powerful as the regular Shotgun. 'Nuf said.

MEGASPHERE

Eat one and your health and armor both top out at 200 percent. One of these should make you positively itch for a chance to show a Cyberdemon who's the boss.

NEW BULLIES WHO'LL DO MORE THAN KICK SAND IN YOUR FACE

DOOM II's got all the bad guys dreamed up in Chapter 2 *Ultimate DOOM*, plus a few more. That's part of its charm. Check out Chapter 2 for descriptions of the original *DOOM* monsters; and keep reading here for the low-down on the all-new attractions found the *Doom II* zoo. Listed in an ascending order of toughness, let's give a hearty *DOOM II* welcome to the:

FORMER COMMANDO

Best Killed With: Shotgun/Super Shotgun; Chaingun.

With a slightly stronger constitution than a Former Sergeant, these guys are difficult to bring down thanks only to their chaingun. When you duke it out with a Commando, you'll see how difficult it is to counterattack a cherry-muzzled chaingun—let's call it empathy training. When you kill a Commando, he leaves behind his chaingun for you to try out. You can thank him by using it to mow down his buddies.

ARACHNOTRON

Best Killed With: Rocket; Plasma Rifle.

The unwelcome offspring of the final boss in the original *DOOM*, these creepy-crawlies are no match for a running space marine. If you weave and backpedal through a family of these guys, you can ensnare them in their own Hell Wide Web. As they try to hit you with their plasma bolts, they often accidentally strike their monster allies instead. Of course, three well-placed rockets also kill these cyber-bugs dead.

HELL KNIGHT

Best Killed With: Rocket; Plasma Rifle.

This brown cousin of the Baron of Hell slings the very familiar energy bolts right into your strike zone. Luckily, Hell Knights look tougher than they are. A paltry three direct rocket hits (or thirty plasma shots) swiftly send one into early retirement. Up close, the Super Shotgun is also a devastatingly effective tool against these curly-horned villains.

MANCUBUS

Best Killed With: Chaingun; Rocket; Plasma Rifle.

This big tub of goo sports a pair of hand-cannons that typically unleash six rounds upside the vicinity of your head before he pauses to reload and finish the job. Luckily, his girth makes him hard to miss, and four rockets (or thirty plasma balls later), only the foul smell of seared gristle will assault you. A relentless stream of automatic fire prevents a Mancubus from shooting at you. Keep this in mind when you're playing a Mancubus in a game of one-on-one.

PAIN ELEMENTAL (SPITS OUT LOST SOULS)

Best Killed With: Rocket; Shotgun.

Typical of cowards, this bodiless baddie has others do his fighting for him. We suggest you try your best to evade the Lost Souls that spew from his mouth, and instead concentrate your fire on the brown gas bag himself. If you don't, you'll be fighting Lost Souls until Hell freezes over. Two rockets (or five shotgun blasts) down his gullet deflates this brown-noser.

REVENANT

Best Killed With: Shotgun; Plasma Rifle.

These walking skeletons with rocket launchers for shoulder pads could make a formidable NFL front line. Instead of forearm shivers, Revenants opt for the very illegal smashing blow—one that's strong enough to crush a space marine's skull. Their penalty for this unnecessary roughness? Fifteen yards and death. Five shotgun blasts (or thirty plasma blasts) permanently ejects one from the game. Note that while their missile attack is slow (hence, easy to outrun), each rocket has a helluva guidance system. Stand around and see for yourself.

ARCH-VILE

Best Killed With: Rocket; BFG 9000.

Moments after he assumes the "Touchdown" position, you'll find yourself roasting alive in a pillar of fire. What's worse, the Arch-Vile dashes around each mission bringing his friends back to the realm of the undead. Luckily, it only takes a few rockets to snuff his flame. You probably won't be able to get too close to this toastmaster, so keep moving and stay out of his sight—lest ye sizzle in Hell's frying pan.

BOSS

Only Killed With: Two Rockets.

The goathead mural is the Icon of Sin in the final mission—and the path to the now-legendary *DOOM II* Boss Monster. Small cubes are released out of holes on either side of the goat's head—cubes that transform into anything from a Demon to an Arch-Vile when they strike something solid. Now you know the spawning grounds for all of *DOOM II*'s unholy beasties.

Pretend that you're Luke Skywalker as you attempt to thread a pair of rockets into the slot carved into the goathead's forehead...only in *DOOM II*, you can't use The Force... If you want to see the Demon behind the curtain, you have to turn off the clipping mode (idclip) and actually walk through the head. We won't spoil the surprise here. Check out the mission description if you really want the whole story.

DOOM II CHEATS

We know you want *DOOM II* cheats, and we've got them. Just type in the code you want during game play and the effect is yours to keep. Simply retype the same code to turn the cheat off.

Code	What It Does for You
iddqd	God Mode
idchoppers	Gives you the chainsaw
idfa	Gives full ammo, 200% armor, and all weapons but no keys. (Not available in earlier versions of DOOM II)
idkfa	all weapons, ammo, keys, health to 100; armor to 100
idbeholdx (x =)	i = invisibility s = Berserk v = Invulnerability r = Radiation Suit a = Computer Map l = Light Amplification Goggles
iddt	see the entire mission map when you hit Tab . Toggles through normal, full, and full with objects. Enter code when in automap mode.
idclevxx	Warps you to the beginning of your mission of choice (xx = mission number*)
idclip	walk through walls and other otherwise solid objects

* For example, to get to Mission 4, The Focus, type idclev04; to get to Mission 15, Industrial Zone, type idclev15

THE DOOM II BLAST-THROUGH

The following blast-through features all the toughest battles and every last stinkin' secret area for every mission. Phew. Good luck, marine.

Mission 1: ENTRYWAY

Welcome to *DOOM II*. Like in the original *DOOM*, they start you off easy here, especially when you get your mitts on a Shotgun and a well-hidden Rocket Launcher.

Before you blast the marines in front of you, duck into an area immediately to your left for a chainsaw. In the northernmost room (where the marines are on risers), hit the closest riser switch first—it's the one on the right—to open an alcove with armor and Medkits. The northernmost switch (on the left) lowers the platforms.

In the room with a view, do this:

- ♥♥ Hit the switch on the right side to lower the lift. (Doing so opens a pen of Imps in the far wall behind you, which you can access for a Stimpack.) Ride the lift up and hit the next switch. (This opens the door to the left of the window. Once outside, you'll find Imps and a Shotgun.)
- ♥♥ Jump off the ledge so that you land squarely on the raised cube platform. Sticking the landing opens a secret area behind the healing-potions room—giving you a valuable Rocket Launcher.

Mission 2: UNDERHALLS

Your life only gets tougher from here on out. While there's a few new monsters to slay here, getting through this mission is really nothing more than a game of find-the-key-and-open-the-door. Get used to it—this is *DOOM*.

To get of the red key card, work your way around the left ledge to where it dead ends. Jump into the opening (use the ⇧Shift + ↑ keys to run). At the top of the stairs, just before you grab the red key, face left and hit the Spacebar. Go into the room. Cleaning it out means you'll be wearing a vest of blue armor. The teleport takes you to where you began the mission.

The rest of the mission is straight forward. The red key opens the red-bar cell. Hit the switch behind the red bars, go to the now-opened barrel room, drop down for the blue key, and work your way to the blue key exit.

Mission 3: THE GAUNTLET

This is your first introduction to big-room, mass destruction, *DOOM II* style. Once you clean out the Imps and Former Humans of all flavors (in the large

area with the pair of stairs), note the small semi-circle ledge in the slime to the right (as you entered). Stand as far to the left on the big platform as you can, and make a running leap. Alternatively, once you've raised the catwalk to the teleporter (by pressing the switch behind the blue doors), go as far down the walk as you can without going into the teleporter, turn around, and run for it. Grab the goods, and the teleport takes you to the dais next to the aforementioned catwalk.

The blue-door switch also opens a small alcove just below the semi-circle ledge (the southwest corner of the entire area) that contains a Backpack. This switch also opens a teleporter alcove in the deep niche across from the blue armor in the first encounter room. The teleporter takes you to the alcove that contains the Backpack. The inclusion of these teleports, in addition to a tight and varied mission design, makes this map ideal for a small party of Space Marines who thirst for hard-hitting, wily Deathmatch play.

Mission 4: THE FOCUS

Again, you're in for a straight-ahead, blue key/red key affair. You should be pretty good at stirring up the zombies and creating cross-fires by now. You'll need those skills here.

To get into the two pens behind the opening and closing blast windows, stand in front of the wall with the two blue triangles. Hit the **[Spacebar]** and slip in.

Once you grab the blue key, march back to the slime pool and dive right in. But be quick about finding the secret door in about the center of the longer wall lest ye roast alive. Once up the steps, claim the Super Shotgun that awaits its master.

Slay your way through the blue door to the red key room. As you enter, hit the switch and slide over to stand on the small box in the corner (note that doing so drops the large crate before you). Once the Imps are gone, it's an easy trick to lower the crate, ride it up, and collect the red key. Take the teleporter that's on the left of the red key to the large caged-window across from the blast windows.

Getting to the exit is a classic game of "teleporter, switch, & catwalk," provided you can treat your Former Commando playmates to more than a bloody nose.

MISSION 5: THE WASTE TUNNELS

The party's over, marine. It's time for some serious secret finding. Try these on for size:

- ♣ Facing the same way you started, slip out the far left window and onto the parapet. You should be overlooking the pit area between the start and the final room. Face inside the room and hit the left wall. Run through as it drops keep going to the far wall. If you time it right, you should drop into a small room. Now all you have to do is find a few guinea-imps on which to try out your new Plasma Rifle.
- ♣ Follow the first left arrow on the ground in the "runway room." The wall behind the supercharge at the end of the maze is a Berserker Pack.
- ♣ The open areas on either side of the exit door contain loads of ammo. A successful running leap from either ledge puts you within stepping distance of this otherwise forbidden treasure.

MISSION 6: THE CRUSHER

With five distinct fighting areas, this mission is vexing, challenging, bloody, rewarding, and deadly. This is DOOM II at its best. Enjoyed alone or in small groups, The Crusher is a favorite of all who play it—despite that (or because of) the Revenants and a Spider Mastermind that await your fragile flesh.

From the starting alcove, press the second pillar on your left to get yourself a Megasphere. The pillar only lowers from the side with the lightning bolt symbol.

The crusher room has three features you should be aware of. They are:

1. The switch at the bottom of lift (on the right) opens a pen of bad guys when you go back up. It also activates the crusher.
2. The teleport at the end of the lava river takes you to the stairs of the crusher (and it also seems to put you behind the baddies).
3. To access the switch to the left of the lift (and give you access to the blue key) you have to make a running leap through the opening in the pillars. Try riding the lift down, then as it goes back up, press yourself against the bars, facing where the opening will be at the top. At the

top, the lift hesitates a few moments, giving you the time you need to make the jump.

After you open the blue door and trigger the platform to drop, note the niche to the right of the lowered platform. If you can kill the Imps inside, you can snag heaps of Spiritual Armor.

In the spiral staircase room, do whatever it takes to get to the little alcove with the Commandos. You have to make an angled, running leap from one of the top stairs to make it. Press the lightening bolt wall and shoot the first barrel you see. Then wait for the meat to cool before you go in and enjoy an early Christmas.

It should be painfully clear that the yellow key is a trap. When you snatch it, a grab-bag of monsters come screaming out of teleports and the center pen. Try to avoid the atomic waste as you run away—and if you're lucky, you'll create a nasty crossfire.

MISSION 7: DEAD SIMPLE

If you're sick of puzzles, take a tour of duty through this gore-fest. If you haven't perfected the "keeping-the-**[Shift]**-key-down-at-all-times-while-you-fight" technique yet, now's a very good time to learn.

This mission works like a two-act play. When you send the last Mancubus to the great fat farm in the sky, the outer walls drop and you're attacked by a troop of bionic spideys of the plasma-firing variety.

After you've murdered a perched Mancubus, hit the switch to lower his platform—allowing you access to the hardware he died to protect. Of course, lowering a platform with a living Mancubus means the big tub will come after you (once lowered, it's down for good). Each switch operates the platform in the corner opposite from it. Use that distance to your advantage.

Only when the last Arachnotron is history can you hit the pink center switch to end the mission.

MISSION 8: TRICKS AND TRAPS

Because of the sheer number and variety of monsters, give yourself a few hours to complete this seemingly innocuous mission. As you will quickly realize, all the action revolves around the central hub where you start. Be patient, save often, and only take one room at a time. What follows is what we consider to be the most logical, hence the most survivable, way through.

The door to the right of the yellow key door contains a nasty trap. The lone Former Sergeant is shotgun bait, and killing him unleashes a motherload of Cacodemons. Take the bait at your own risk. It's better to have other rooms cleared out before you tackle this area (so you can run away if necessary).

Behind the second door to the right of the yellow key door, you'll find a herd of Demons and a few handy alcoves. Get your chainsaw ready before you wade into the only slaughterhouse where the cattle fights back. The western-most switch (the one closest to the door you entered) opens a door opposite it to a passageway and to another door. Hitting the switch in the Cacodemon room opens this second door. Get out your chainsaw, grab the Soul Sphere, and brace yourself for another herd of stampeding Demons. Shoot the huge goathead/pentagram door behind the candle on the floor and collect your very own BFG 9000. Oh, yes.

Behind the green door (to the right of the Demon slaughter rooms) are three teleporters—right, left, and center. Shoot the lion's head to reveal the center one. All three take you to the same octagonal room—although the center teleport puts you on a platform that's not otherwise accessible. Once in the octagonal room, shoot the lion heads on the central pillar to release two separate collections of Pain Elementals. The reward for snuffing these legless losers is ammo and a chaingun. While you're in the octagonal room, you might as well jump into the slime. Hit the Spacebar as you stand against the northern wall. The wall lowers to reveal a toxic maze. Dead ahead is a Radiation Suit; bearing right, you'll find a teleport back to the octagonal room; straight ahead farther down is a cache of ammo; to the left is another Radiation Suit and a very thoughtfully-placed Invisibility Artifact.

When you teleport out of the octagonal room, you materialize inside room to the right of the three-teleport room—which we affectionately call The Imp Factory. A steady stream of Imps teleports from their pit below to get a crack at you. The skull switch at the back of the pit opens the door that leads back into the mission's central chamber. Run up to the pit ledge to automatically teleport into the knee-deep pile of smoking Imp carcasses you created.

The second door down from the left of the red key door contains a horde of Hell Knights and the yellow key. This is the toughest room by far. Enjoy! It's all been building up to this. Once inside the yellow key room, grabbing the red key triggers an Imp trap. Man, we hate these guys.

To get to the exit, you have to run across the descending platforms. Only a loser walks. Then again, if you can't run that fast, try stepping onto the

first platform and *quickly* jumping back. Then meander over to the Cacodemon room for a teleport (take the left one) to the end switch.

Mission 9: THE PIT

The Pit is not unlike Tricks and Traps in many respects—the center hub design especially stands out. Unlike Tricks and Traps, the puzzles and novelty events here outshine the fighting. Still, the many different heights of platforms and ledges (in addition to lots of swell hiding places) make this great for Deathmatch play.

The corridor that's to the west of the starting platform (you'll know it because you have to pass through a series of lion-headed doors) hides a Soul Sphere at its end. Once you grab it, the wall to your right drops, revealing a Rocket Launcher and a pair of rockets. You can jump for them, but it's better to step to the edge of the lower platform (right at the corner) and let a bridge rise to do your work for you. Step forward and smoke the Sergeants as they attempt to gang-rush you. Grabbing the rockets opens a gallery of chaingunners behind you. Thank goodness for that Soul Sphere...

Note

A good way to stir up monsters in any large room is to run a few laps around the perimeter and then duck back into an entranceway or hallway. Wait for the excitement to die down, so to speak. Then waltz back in to do a little easy mop-up work.

Once you (or the monsters themselves) have cleared the riffraff out of the large open area with the octagonal structure/shooting gallery in the center, approach the structure.

The platform lowers to take you up. The door on the north side of the ledge conceals loads of Imps and Lost Souls. Hit the **[Spacebar]** while facing the wall in front of you as you enter (it's a little to the right), and score an always-welcome BFG 9000.

The very cool lowering spiral staircase trap, featured in the northeast area of the mission, is worth your while, both for the novelty factor and the goods at the end of the journey—namely a Soul Sphere, ammo, and armor. All of the teleports here take you back to the entrance of this room.

Mission 10: REFUELING BASE

Missions like these make shore leave all the sweeter. If you're thoroughly sick of fighting out of a central hub, you're in luck... sort of. Instead of one hub, you have at least three. We think the window display of zombie marines is a nice touch, no doubt inspired by the ritzy shopping districts of New York, Paris, and Milan. The huge mission map here also translates to great fun for large parties of Deathmatch shoppers.

At the start, open the blue triangle panel to your right for a shotgun and some blue vials of healthful goodness.

Each of the oblong brown pillars (in the open room just to the right of the start area) contains a secret stash of stuff vital to your health and well being. Each doorway is rigged with a tripwire to open a pillar or pillars. The center door (opposite the way you first enter it) opens the middle two; and, not surprisingly, the end pillars are opened from the doorway all the way across the room from them—meaning your running shoes better be tied on tight.

The large room with all the friendly zombie soldiers on window display can be a real pain. Since this isn't a mission of diplomacy, no one will mind if you don't stop to shake hands and exchange small talk. The red/green switch opens a wall panel behind you, revealing a tunnel that leads to a horde of plasma-breathing cyber-spiders and heavy-fisted Revenants. But before you go, shoot each door that has large UAC letters printed on it. You'll find ammo, a Soul Sphere, goggles, Demons, and pissed-off Commandos who like to believe the Berserker Pack they're guarding is for them. If you exit the horseshoe shaped room (the one with the herd of Demons) via the devil-head door, you'll be teleported to a premature show-down with a Cyberdemon and his minions. Save him for when you're buffed and BFG'd to the max.

Search the Revenant room for a secret passage (Look for the break in the lighting bars that ring the base of the walls). You exit this secret passage between two short green pillars. An alcove to the right from where you emerge also has two similar green pillars. Hmmmmm. Press the wall and step inside to collect a generous compliment of Spiritual Armor (and a Berserker Pack to boot).

In the room with the brown, tall, round pillars that are driven into slime pools, look for a secret passage that leads to a Megasphere. As you enter the room, glance left to see the triangle pattern on the wall. Stand directly in front of this image, and a panel rises up behind you. All that stands

between you and that all-over mega-good feeling is a few of your zombified space marines buddies.

Mission 11: 'O' OF DESTRUCTION

If you've survived without cheating this far, this mission would be easy—except that the hell-slime here is extra sizzly. Obviously, try to stay out of it. But if you happen to fall in, try to make it on the outside of the ring—there's a Radiation Suit next to the base of the Soul Sphere pillar. If Deathmatch up on the catwalk is your cup of radioactive tea, look no more. You've come to the right place.

Take the eastern bridge out of the circle (the entrance to the room is flanked by a pair of green torches). Look for the false wall (and a very healthful prize) to your right as you enter—it's around the corner, facing the right edge of the stairs. When you crest the stairs and take a few steps inside the gnarled tree-room, take note of the grinding noise behind you. It's a lift. Dash down the stairs, skid left, and run for the corner. Ride the lift for a chaingun. Hit the wall to the left of the gun, then casually drop down and walk out of the hole in the wall. If you're slow enough, you'll drop onto a nifty ledge and get yourself invisible.

When you stir up (then paste) the Arch-Vile in the room above the aforementioned gnarled-tree room, a trigger opens a door in the outer ring of slime. The opening is just north of the east-leading walkway—or conversely, south of the Soul Sphere pillar. Go into this little hidey hole for gobs of rockets, and a teleport that zaps you high above the center dais. From there, it's an easy leap down to the center—and the red key.

As you enter the red key door, don't take any hell from the Knight. In fact, if you press the left wall on the near-side of the huge, automatically opening bars, you'll gain access to the Baron's pen and his Invulnerability Artifact.

At the top of the stairs from the (now) defunct Knight is a switch that brings you a Rocket Launcher and a platform that allows you to gently leap across to the finish.

In the dark many-gnarled trees room, go around the right side of the structure for a BFG 9000; go around the left side for a Berserker Pack. After you enter the center of the structure, you get a chance to murder the Arachnotron with a chaingun through the bars. When he's belly up, go up the left lift; hit the switch; jump down the shaft and dash around to the right lift; ride up; hit the switch (it opens the bars to the exit); then go forth

and finish. A side trip through the teleport takes you to the previously impossible-to-get Soul Sphere.

MISSION 12: THE FACTORY

We're not sure what this factory produces, other than the acrid smell of gunpowder smoke and bucketloads of death. This mission is like something out of *Wolfenstein 3D*, in that there are lots of wide hallways and plenty of open spaces to help you outrun the monsters.

In the big center building, besides finding the blue key and doors, you get access to a BFG 9000—though it's not where you'd expect it. Enter the blue door which faces northwest and wait for the platforms to rise. If you're impatient, a Radiation Suit is hanging in the alcove in the far right corner. Once you hit the knife switch, a section of wall raises opposite from where you entered the through the blue door (hook right around the big box after you exit). The BFG is on the ground somewhere inside the craggy maze. Light your way with chaingun fire—luckily, there are plenty of Commandos who unwittingly help to illuminate your path.

When you enter the other blue door (the one that faces to the northeast), you drop down into a pit of testy Former Marines. Discipline them, hit the knife switch next to the teleporter, and take a ride. (If you don't hit this switch, you'll be clawed by a foursome of Imps who stand between you and a Soul Sphere in the next secret.) If you didn't kill the roaming outdoor Mancubus, you'll get your chance when you teleport through.

In the southwest corner of the mission, a small storeroom with lots of boxes beckons. Go up the stairs and jump from box to box until you get to the switch. Hit it and step forward. When the box rises back up, you'll be on the same level with a chaingun prize. The only way out of the storeroom is the teleporter at the top of the stairs. It zaps you to the top of the large center cube in the indoor foyer that separates the now-infamous blue doors. Claim your Soul Sphere, marine. You earned it.

Refer to your automap to make sense of our directional cues. There aren't enough landmarks to otherwise efficiently describe this mission's secrets.

Note

Mission 13: Downtown

All in all, we found this to be a very confusing level—not because it's difficult, but because the environment is static. If you're really lusting to do battle in a cityscape, we suggest you play *Duke Nukem 3D*. But since we're here...

Hit the switch that's imbedded in the southeastern black building. The silver corner of the building is actually a lift. At the top, you can only go in the left door. Battle the Imps for the chaingun and automap—the most valuable item in this mission. The dark area between you and the Imps is a pit, so you'll have to jump over it to snag your swag.

Go left from the starting point and follow the huge arrow up the stairs and into the building. In the southwest corner of the building (behind some crates), you'll find a knife switch. It opens the wall next to it, granting you access to a courtyard with ammo and a Medkit. Emerging from this courtyard, turn right and press **[Spacebar]** against the crate. It drops, revealing yet another knife switch. Hit it, turn around and circle left around the crates. You should see a set of stairs. At the top is a teleport that sets you on a ledge just west of the starting point. Run down the ledge and you'll leap into the building with the Soul Sphere which you saw at the start of the mission.

Back in the very same southwest building, look for the pit/passageway in the northwest corner. At the end of this passage is a lift. Ride it up. Opposite the lift is a head-switch (just to the left of the teleport). Hit the switch to reveal a stash of shotgun ammo.

In the same room, instead of walking into the teleporter, drop down the shaft to its left. Follow the corridor to the UAC door. Once you've downed the Mancubus, *go up the stairs* and step into the teleport. You find yourself in a horseshoe-shaped room filled with ammo. When you press the interior wall, it raises to reveal your exit window.

The building, guarded by the gaggle of Revenants, contains a blue-key door. This door conceals a room with lots of crates. Dead ahead is an Invulnerability Artifact; to the left is a chainsaw. You can leap to the artifact. Drop down to the floor and press the red button box (it's next to chainsaw crate) to lower the saw into your sweaty hands.

The building that has the red key on the ledge also has a secret room at its base. Once you've got the key, drop off the ledge and circle around to the back of the building (the north side). Press the wall in the middle, and what's this? Blue armor!

The brown Imp jail building (it's kitty-corner and south of the crusher building) has a set of stairs on its south side. Go up the stairs and through the blue-key door for some lovely ammo.

The yellow-key room is tricky, but the secret lies in knowing how the lift works. A normal **[Spacebar]** doesn't activate it—tripwires do. A tripwire just inside the doorway turns the lift off; one directly in front of it turns it on. You have to ride to the top of the lift to make your jump to the yellow key.

Mission 14: THE INMOST DENS

We spent hours poking around this mission to find even one secret area that the game counted. Apparently the hidden alcove in the first building (in the wall between the pair of curling stairs), and a small room to the left of the entrance building in the moat (accessed via skull switch atop the far north-west chaingunner perch), don't count. Incidentally, the small room just mentioned can be also accessed from the blue-key room—that is, if you get into the moat, go through the far western red barricade, up and over the chain-gunner perch, and through a hole in the wall (if you look up to your right you'll see the large set of curling stairs that are to the right of the start). Inside this room is a switch that lowers the ceiling in the small room mentioned above. Imagine the Deathmatch possibilities.

This is a very straightforward mission. The action hinges on your ability to run (and jump) the gauntlet as you: grab the red key; retrace your steps back to small, square building that's to the south of the starting building (thereby deactivating all of the red barriers). From that point forward, it's a rather mundane shoot 'n' loot.

Mission 15: INDUSTRIAL ZONE

It seems that dealing death is the only major industry left on Earth. Do what you can to maintain your brutal monopoly. This mission also contains the exit to Secret Mission 31.

The best way to get the red key is to:

- ♣ Go to the top of the staircase building (it's the building surrounded by the lava moat).
- ♣ Leap across to western tower. You'll immediately teleport to a ledge.

- ❖ Do a "slow" run down that ledge and jump across to ledge on the adjacent building. Make the lion switch light up. Go left into the red-key room.
- ❖ Enter the teleporter. (You'll go to another teleporter).
- ❖ Walk forward, then back into the teleporter.
- ❖ Behold! The red key. Note the Berserker Pack below the red key. Drop down from the crate to get it, then Spacebar the smaller crate to lower it and make your escape.

Again, get on the red-key room teleporter. Step out and drop down the shaft to your left. Exit the room, return to the red-key room (the fastest way is via the lift that's across from where you started), and *repeat the procedure*. This time, a ledge in the hollow room has risen up for you, allowing you to make an easy jump to the chaingun and ammo.

On the landing atop the red-key elevator building (on the left, just before you enter the teleporter room), press the wall to access a secret area. You'll have to drop down into lava—but the Backpack is worth it.

Once you've cleared out the ledges of the yellow-key building, go to the southern ledge. From there, you can access Radiation Suit Island in the center of the lava pond by walking (with only a touch of a run) off this ledge. Once you've hit the switch on R.S. Island, haul your carcass to the eastern edge of the pond and through the opening for a moment or two of invulnerability.

You access Secret Mission 31 via the southwest building. Duck into the southern tunnel and punch the lion-head switch. (You go past the tunnel bearing to the left—that's the teleport to Mission 31. You open this secret passage by finding the Invulnerability Artifact mentioned above.) This switch raises a set of stairs in the atrium that leads to the top of the building. At the top of the first flight of stairs, punch the wall directly ahead of you to reveal a secret teleport that takes you to the circular stairway building near the start (a handy Deathmatch secret).

The demon-head switch to the right of the lift (at the very top of the building) opens the alcove that hides the blue key on the ground floor next

Note

For some reason, the game doesn't register this hidden teleport as a secret—which means the most you can get for this level is 90% secrets found.

to the barred room (look for the arrows—you can't miss it). The lion-head switch (again, at the top of the building) to the left opens a secret lift behind the Radiation Suit. Once you hit the switch, jump through the window on your right, blast through the front door, and dive behind the Radiation Suit (if it's still there). You'll ride a lift up for a Plasma Rifle and ammo.

In the southeast building, you access two secret areas on the spiral staircase. As you climb up and turn south (the fourth left turn you make going up), listen for the sound of opening doors. Run forward over the bridge, make a hard left, hook around through the wooden tunnel, and keep running. With enough speed, you should be able to make the leap to eat the Megasphere. Now repeat the exercise—only this time, instead of leaping into the Megasphere niche, drop down to the right and dash up the stairs. A panel should be raised. Drop inside for a dance with a batch of Lost Souls over some energy cells. Hit the skull switch at the back of the room to (briefly) open a teleport behind you. Step into it to be zapped to the high box with the chainsaw you saw on your right when you first entered this building.

Mission 16: SUBURBS

We've never seen suburbs quite like these. A combat zone would have been a more nurturing environment. Then again, this *is* a combat zone...

Go into the south-central building (the one with book shelves). Stand in front of the torch and hit the **[Spacebar]**. The majority of the wooden wall to your right should rise into the ceiling. Next, face the center rectangle book island and hit the **[Spacebar]** to lower it. Get on the book shelf, face east, and shoot the flaming red rectangle. Say hello to a Megasphere in the right-hand corner. Get out your shotgun, lower the center island again, walk backwards, drop into the depression where the Megasphere was, and shoot the creepy Big Brother eyeballs in the northwest wall. If (and when) you hit 'em, a panel to the right of the eyeballs will rise to reveal some ammo and a blessed Backpack.

The far-eastern building has a door on each wall. You can only enter through the eastern door (The bloody-skull mosaic is really a false wall). Hit the **[Spacebar]** while standing against the gray-stoned northern wall. Ride the platform up; drop into the southern lava pool and hit the skull switch; go in the small room for your BFG, loads of energy cells, and a Medkit.

To nab the four Plasma Rifles off of the stone platform, go to where the red key is sitting; activate the face-switch in the window frame above it; dash out of the room and angle right to a previously concealed teleporter.

The mission exit is concealed at the top of the black boxes in the north-east corner. [Spacebar] the center box to lower it; cross it and [Spacebar] the tall box behind it. Ride this tall box all the way up, jump off, turn around and [Spacebar] this tall box from the backside. The box drops, as does the wall behind you. If you can slay the Imp gang that comes rushing out, all you have to do is stroll to the exit.

Mission 17: TENEMENTS

From the 'burbs to the Tenements... what's next, a trailer park? The devil knows no bounds, and doesn't seem to have a clue as to what a tenement really looks like. It's time to teach the devil a lesson he won't soon forget.

To find the first secret, go to the center of the map (you'll know you're in the right area when you see a tantalizing Soul Sphere perched on top of a gray column). Go east (the stairs to the right of the yellow-skull barricade) to the stairs which go north and south. Go up the south stairs and drop into the sludge pool. Hit the switch on the eastern wall to drop a lift. When the lift is down, duck into the Spiritual Armor alcove. Once inside, step into the southern niche and ride the small lift up to score a chaingun.

The next secret begins with you atop the giant M-shaped catwalk on the north side of the mission. Walk north down the middle of the giant M, and freefall into the heavy water. Hit the gray wall behind you to lower the center of the M; run forward to hit the newly revealed switch[Em]turn around and behold the opening on the top right side of the M. Leap from the steps into the alcove. A load of Spiritual Armor and a BFG await your greedy mitts. Oh, yes!

The exit can be hard to find without a little help. Go into the room off of the eastern foot of the M, hit the skull switch, and ride the lift up. On the way up, turn to your right. See the tiny opening? That's the way to a healthful MegaspHERE (which is the last secret in this mission). Once you've pasted the cyberspidey in the top room, crane your neck for a peek into a hallway to the left. That's the first passage of three, and the beginning of a tedious journey. Each hallway sprouts from this central hub (the middle passage leads to the exit teleport). Each time you go to the end of a hallway, you trigger another section to open in another hallway. Shuttle between the hallways until the teleport room opens up. The

blood spatters at the end of the right and left hallways denote their brutal termination point.

MISSION 18: THE COURTYARD

Only in *Doom II* do you have to shoot your way out into a mission. In fact, shoot the lion's head, step out into the rancid air, and go bag some baddies.

Take a right turn as you enter the main piazza and stroll around outer perimeter. The second door you encounter leads to a very hot set of tunnels. Only a quick trigger-finger and an automap allow you to stay alive long enough to explore it thoroughly (though an Invulnerability Artifact greatly helps your cause). As soon as you step onto the hot floor, dash straight ahead and turn left at the T-intersection. You should be facing a blue skull switch. Hit it to reveal a chaingun. On your way out, note the automap on the ledge. We'll be coming back for that in a moment.

Walking counterclockwise around the central pillar opens a number of doors and triggers loads of monsters into action. Note the pair of doors that open west of the center pillar. The right door opens the way to an always-appreciated BFG 9000—and a gaggle of monsters on which to test the weapon's battleworthiness.

This walk around the central pillar also opens a wall in the northeast corner. Once the wall is down, go to the plus-sign-shaped structure just to its south, hit the green-light button, dash out into the courtyard, and make a hard right hook into the teleporter. Now say hearty *Doom II* hello to a platform on the southwest side of the courtyard. Rockets, armor, and health points for everyone!

In the moist green-grass triangle in the northwest corner (between the buildings on the north and west walls) note the small, very dark patch of green in the far corner opposite the yellow key. Step on this dark green triangle and enjoy the teleport ride to the ledge in those hot hallways to claim the computer map (mentioned above) and a sporty Medkit.

The only way we can figure out how to access the Cacodemons in the plus-shaped structure is to turn on the clipping mode (idclev). This room doesn't count as a secret place, so if you skip it, the world will never know.

Note

Mission 19: THE CITADEL

Not even a military academy graduate could survive this mission. Only a battle-hardened space marine has what it takes. Right? I didn't hear you!—It's as though the castle-inspired design here was a rough-draft of those found in *Quake*—further proof that *Quake* is essentially a refinement of *Doom*, from mission concepts to the action itself.

Once you gain access to the castle, hit the right lion head switch, burst through the doorway, hit the switch on your right, and battle your way up the stairs. Hit the left patch of wall between the two devil faces (directly across from the skull switch) and go up the stairs. Hit the red-alert rectangle switch immediately to your left three times (the switch on the other side of the column covers the poisoned pool next to the stairs). Step off the center of the ledge onto the platform you've just raised, and hop onto the far ledge with the Backpack. Then jump into teleporter for a Soul Sphere.

Work your way to the southwest corner and into a large room with wide, flat stairs. Hit the switch in the middle of the room and go through the now-open north door (the door behind you as you face the switch). At the first intersection, turn left and go down to the wooden door. Behind it, a crew of Imps is guarding *your* Partial Invisibility Artifact and health items. Haul yer hide back to the main corridor and turn left. Stop just before you get even with the hallway that angles off the left. The last wall panel before the angling hallway is a secret door. Go into this friendly UAC room for armor. Hit the far wall (it lowers); ride up the lift and keep going down the hall. From here, you'll be able to make a running leap out the window and onto the lower steps of the otherwise inaccessible northwestern-most building.

The above-mentioned building has two entrances. Go into the left one first. When you finish inside, a whole platoon of former marines swarms onto the steps to meet you. Dress down the troops, and then go into the northern area of the steps to hork a computer map.

The right entrance to the building eventually leads you to a teleport room of epic proportions. As you face into the room, the teleports take you to the following:

- ❖ Far Right—NE corner of the castle (blue key)
- ❖ Far Left—NW corner (hallway to the right leads back to secret UAC hallway)
- ❖ Center—platform in courtyard's center (Rocket Launcher)

- ♣ Near Right—SE corner on pedestal (red key—which is through patterned door between the Imp pens and down the stairs.)
- ♣ Near Left—SW corner of castle (yellow key)

Mission 20: GOTCHA!

If you've been thirsting for a huge mission with lots of separate structures and heavy-hitting monsters, this one's for you. Gotcha! is almost exactly like Mission 16—Suburbs—only it's much larger and the ground consists of roasting lava, making this encounter area more of a hassle than anything else. This mission makes for bizarre, long-distance ICBM-style World War III, USSR vs. USA Deathmatch play. If you live and breathe to slug it out toe-to-toe, this isn't the mission for you.

You will raise a platform around the building behind you (from the start) by simply jumping into the hell-lava. Face the small structure's doorway, and drop into the ring of fire. Directly in front of you should be a niche with a Radiation Suit and an energy cell. Circle around to the other side for a teleport that takes you back to the original staring point.

While your Radiation Suit is still working, leap back into the lava. Circle around the right side of the big building, and drop down into the pit that surrounds it. Battle your way through the southeast opening and up the passageways to the red teleporter (which takes you back to the original starting point.) Just to the left of the red teleporter is a secret door that reveals a passage to a white teleporter. The white teleporter, in turn, takes you to the top of the tower in the center of the lava pond on the north side of the main building.

To get to the Megasphere on top of the tower west of the circular lava pond mentioned above, take the big goathead teleporter (the one with the big pink cube above it) and creep down the stairs. (Note that if you fall off the stairs, there's a teleporter against the wall on the inside curve of the stairs—it takes you to the niche above and to the right of the same stairs). Jump across into the dark opening, turn left into the darkness just before the green armor, and behold!—two boxes of rockets and a teleport to the Megasphere tower!

Go back to the green armor teleport room, and enter the right-side teleporter. Once you waste those big bad marines, jump across the lava to the now-revealed opening in the main building's wall. Press the wall under the

lightning-bolt switch on the right side of the stairs (leading to the Plasma Rifle). Duck in this secret area for a box of ammo and a Soul Sphere.

The northeast building contains a Soul Sphere and a BFG 9000. To get them, jump into the slime and run like hell toward the building. If you find the flame on the south side before you're a roasted toasty, you've found the opening to the building. Get your favorite close-quarter weapon to the ready. Drag your tortured body up the stairs and plop into the teleporter. Immediately hit the switch to get yourself out of the deadly pit you're in. If you don't see the BFG when you get to the top, unleash a pistol shot out the window at the big pink cube that stands over the goat-headed teleport pad. A door behind you should rise to reveal the BFG. Hit the devil-head switch. A wall drops behind you to reveal the Soul Sphere. All that stands between you and super-health is a teleporter (taking you back to the big goatheaded teleporter). Try pressing the wall, either to the right or left of the teleporter/Soul Sphere combo. Go into the secret passage, turn toward where the Soul Sphere ought to be, hit the **[Spacebar]** again, and voila! the tasty blue orb is yours.

Lastly, here's a bit of advice for killing the Cyberdemon and his bionic genius-like spider pal:

- ♥♥ Enter the room, jump down into the pit, and run behind them without firing a shot. This way, you get at least one good clean BFG shot at the Alloy-Hoofed Goatboy from Hell before he turns.

Or you can:

- ♥♥ Stir them up and run away. The Cyberdemon and the Spider Mastermind will duke it out for all the glory. (Leave the other monsters alive in there if you can—they will unwittingly help you weaken the Cyberdemon... hopefully.)

Mission 21: ΠΙΡΥΑΝΑ

There aren't any official secrets in this mission—but there are some tricky puzzles.

Go into the right teleporter first. Battle the Revenants for access to the next teleport, and you'll find yourself faced with a four-button puzzle (and a tantalizingly close Rocket Launcher. To get out of this room, hit all four switches (so that they're all green), go to the triangle wall and hit **[Spacebar]**. It drops. Step on, ride up, and slay the Mancubi because your life depends on it.

The right teleporter that the Mancubi died to protect takes you to the yellow-key room. To grab the Megasphere in the yellow key area, hit the green switch next to the Mancubi teleporter, leap in, and dash across the room to grab it. Of course, to get to that precious silver sphere, you'll have to darn a horde of Imps to heck with the business end of your shotgun.

The slime room (with the gobs of monsters) has both the red and blue keys. Each circular tower lowers when you press **[Spacebar]** against it. There are plenty of Radiation Suits down there, but don't dally. The blue key is against the far wall as you step out of the teleport; the red key is to your right, around the building and past the exit. Have fun, and don't forget to save often.

MISSION 22: THE CATACOMBS

This is another central-hub mission. By comparison, it's a small map—which means the fighting is more close-quarters and more desperate. On your left from the start, in the corner, is a secret room with a Soul Sphere, rockets, armor, and a Specter.

The green torch on your right from the start is in reality a switch. It opens a passage to your right that leads into the chaingunners' alcove. (Note that there's no going back once you've gotten into the chaingunners' area. We suggest you save your game before going in—the teleport in the chaingunners' room zaps you smack-dab in the middle of the map—and an utterly nasty crossfire.) The goatheaded wall next to the red-skull key conceals a teleport that also takes you to the chaingunners' alcove. To get credit for the secret, you'll have to access this room via the green torch switch.

Once the fighting dies down, the rest of this mission is a simple game of find-the-key-and-open-the-door. If you can stay out of the sludge, you'll be fine.

MISSION 23: BARRELS O' FUN

The novelty of this mission makes it a favorite with us and legions of *Doom II* fans alike. The exploding barrel is a so-cool feature of *Doom*, and we're glad to see it so prominently featured here. As a bonus, there's lots of bad guys who need killing. So, let's go.

At the start, turn left and run like hell. As soon as you step out of the lit square on the floor, a Mancubus will appear behind you and begin firing. Hit the **[Spacebar]** against the wall behind to the fiery barrel and duck inside the

room, but don't go through the teleporter. If you don't make it into this room, you'll be lucky if you take less than ninety points of damage. Next, shoot at the right ledge above you, then duck back into the room. You've just stirred up a horde of hateful monsters who happily kill each other. Pick off the stragglers, save your game, then jump into the teleport. Run through the next gauntlet of barrels to the next teleport room. Again, don't jump in until you've mopped up the stragglers and collected your hard-earned parting gifts.

Once you've sawed the Demons and cleared out the large open-air lava plaza from the upper-left-side opening, walk/drop down onto the balance beam-like wall; turn around and claim your rockets and MegaspHERE.

The hub in the large, northeast area contains a pair of hallways. Both have lots of Imps and rockets (suitable for squishing big-brained spiders). Halfway down the left rocket hallway (in the right wall) is a secret area with a waiting Soul Sphere.

The right teleporter in the BFG room zaps you back to the long hallway where you sliced the first herd of Demons; the left teleporter takes you to the last barrel-filled hallway. As soon as you teleport into the last hallway, run forward to avoid a murderous chaingunner crossfire. Duck into the safety of the last teleporter room, then go through the yellow-key door to access the exit.

MISSION 24: THE CHASM

If you've always wanted to be an expert on the balance beam, this mission is for you. You get more than a perfect ten if you don't fall—you get to live. If you fall into a pit marked "poison," you're dead. If you fall into the green slime, however, you've at least got a fighting chance to find a Radiation Suit or a teleport pad before the toxic waste fries your pathetic girly-man body.

At the start, the door directly in front of you conceals a room that holds the blue key (and the blue-key door is to your left). While you can skip the central building by going right for the blue key/blue door combo, you'll miss some fun platform hopping and a few secrets.

Creep around to the backside of the main building and grab the shotgun on the circular, far southwestern ledge. As you latch onto it, a pen full of monsters opens up in the southern wall. Once you've carried out their death sentence, jumping into their pen triggers the floor surrounding the shotgun platform to rise. It's a neat trick (and a secret), but it doesn't do you much good—you've already got the shotgun and now you have no choice but to drop into the slime.

To raise the stairs to gain access to the main building, do this:

- ❖ From where you started, step off the right ledge, fall into the slime, and crawl onto the teleporter. If you step off where the two ledges join, you should fall right onto the teleporter.
- ❖ Jump down the pink platforms and leap into the open area in the right wall. Go into the teleporter.
- ❖ Battle your way through the hallways in an effort to activate all three switches.
- ❖ Drop back into the slime and take the first teleporter you see back to the pink platform. Jump down until you're just above the ledge around the main building, and leap across to it.

Once up the stairs and inside, go up to the first silver control panel thingy and hit **[Spacebar]**. A greenish lift behind you should have lowered. Get on it for some boxes of ammo and a Medkit.

To get an Invulnerability Artifact in the western part of the mission: Go through the blue door; get on the ledge, turn right at the first intersection, turn left at the corner. Go straight down the ledge until the sphere is below you to your right. Jump onto the platform without hitting the sphere (standing on this platform causes the floor to rise); hit **[Spacebar]** a few more times against the outer wall to get even with the walkway; leap into the pit (again without hitting the sphere) and **[Spacebar]** the wall three times to bring it even with the rest of the platform. Now you can grab the sphere at your leisure.

The upside-down hanging Indiana Jones look-alike is really a secret teleporter that takes you to the end room. Once you're there, go all the way toward the red door. Getting close to the door raises most of the floor, making it easier to end the mission later. Then take the white teleport to get the red key (in the very blue room), and return to finish the mission. (The red teleporter is a foil in single-player action because it takes you to back to the big pink platform at the southeast corner of the mission map. However, in Deathmatch play it makes for a very circular mission—which helps to make this a fun multiplayer experience.)

Mission 25: BLOODFALLS

You won't get credit for the following two secrets if you're playing version *DOOM II* version 1.666. If that's the case, console yourself with the fact that at least you've found them.

The first secret from the start is to the left (north). Drop into the pit and go up the stairs. On the right between the two windows is a column of three green panels in the wall. [Spacebar] it, creep in, and cob some energy cells and a shotgun clip.

As you battle your way eastward, unload a couple of shots into the blood waterfall on your right (just before you get to the Revenant-on-a-column area). While you're at it, though it's not an official secret, duck inside for a bloody shower, some ammo, armor, and an ever-popular chaingun.

After you've made it through the blue door and taken down the Hell Knight, go into the long brown-stone floor room (the room with the two open windows), face the wall opposite the left window, and you should see what is obviously a door to a secret area (it's the area of wall where the green molding stops). Depending on which version *DOOM II* you're playing, you'll either find a BFG or you'll come out empty handed.

Mission 26: THE ABANDONED MINES

Like a real series of mine tunnels, many of these areas look alike. If you get lost, remember hitting [Tab] toggles *DOOM II*'s automap feature on and off. Lots of tight-area combat awaits in single-player action. In Deathmatch play, the many secret passages that circle you back to the starting area, in addition to many dangerous narrow walkways, make this mission a multi-player blast.

The secrets begin right from the starting area of this mission. Turn around, face the wall, and hit [Spacebar]. Slay your way down the secret passage and into the caged ledges. Step off the right ledge at the first opening in the bars and wade to the teleport on your left (watch out for the Cacodemons you just released!). The teleport takes you to the highest tower in the center of this room, and from there, you can hop down to the Plasma Rifle and claim credit for your first secret of the mission.

Back in the starting room, there's another secret passage to your right (as you face the switch). Hit the switch to lower the room; slide to the section of the right wall with the vent plates, hit [Spacebar] and sneak in for a Backpack. Jump down and slog through the slime into the opening. There are two ways out of this room. Facing the same direction as the devil-head switch, you can:

- ❖ Press the left panel (it has rectangles on it) and end up at the entrance facing the long, snaking platform to the yellow key; or,

- ♣ Press the devil head (which lowers the room), dash to the lightening bolt panel, hit it, and duck into a secret room with a teleport. (Hitting either one of the head-switches beyond the teleport reveals the way back into the original start room.)

Taking the above-mentioned teleport zaps you to an outside area in the southwest area of the mission. Here you encounter a gang of Imps, some Lost Souls, and a lonely Mancubus in a pit. (The switch to get out of the pit is a few steps into the slime pool, just around the right corner.)

There is a secret alcove behind the goatheaded shrine of the blue key. Once you've got your grubby hands on the blue key (and have deflated the Cacodemon trap), hit the **Spacebar** against the back wall to reveal a skull switch. Hitting this skull switch lowers two lifts on either side of the slime pool behind you. As you emerge from the blue key room, the right alcove contains a lion-head switch that brings back the eastern portion of floor that sank when you entered the room. The left alcove holds a suit of blue armor, a trigger that raises a walkway through the lava-slime, and secret passage (behind a sliding panel on the right, just in front of the armor) that leads to the Soul Sphere cage, west of the red-key/Imp pen.

Mission 27: MONSTER CONDO

The name alone makes this one our favorite levels—not to mention the brutal melees among the bookshelves. And the murderer is: the Space Marine in the Library with the BFG 9000... Anyway, let's see what we can do to clue you in on the secrets contained within this way-fun monster mission.

The first secret throws you immediately into harm's way. From the start, dash to the right around the slime pool enroute to the far northwest door of the room (the door is almost straight across the slime pool from the start). Once you get through the door, grab the Super Shotgun as you make a hard left and follow the cut-out arrow to the lit area in the corner. Go ahead, take the ammo. You earned it. Once you begin the mission, you have about thirty seconds to get to this area before it's bricked off for good.

Go back into the almost totally dark slime-pool room, go left and hug the wall. Step into the light cast by the candle (below the green circle/triangle icon) to release a pen of monsters right before your eyes. If you kill the monsters before they kill you, you get a pair of Light Amplification Goggles, ammo, and an Invisibility Artifact.

From this secret alcove, go out and touch the closest floating fire thingy, turn around, and slip through the now-open chink in the wall where the blue tapestry hangs. Immediately turn left, and approach the eastern wall. A nasty greeting party of Arachnotrons is all that stands between you, a Medkit, and loads of Spiritual Armor.

Deep in the library, just west of the yellow key, is a skull switch. Hit it to reveal a Hell Knight and the switch that releases you from the yellow-key room.

In the grisly Jeffrey Dahmer room, note the two blue skull switches. From the entrance, hit the left switch first. The floor you're standing on lowers, allowing you to confront a Hell Knight, some Lost Souls, and an Arch-Vile. For your trouble, you get a Soul Sphere, some Backpacks, and the way to the red-key protected exit. Take the teleporter to the right of the exit door—you end up in a room just east of the body parts room. Go back in, and as you approach the right switch, a gallery of bad guys swoops down from above. Their gallery is where you're going next. Hit the right switch, back up, turn left and run around the big pit and leap into a brand-new pit. You have to run, or you won't make it. You have no choice but to suck down the healing potions en route to the teleporter—and the ledge with armor, ammo, and the glorious BFG 9000. Note that this secret won't officially be counted. Why? Because the teleporter itself is the secret area—and it's not possible to actually touch anything inside a teleport—which means the secret won't register. However, if you turn off the clipping mode, go into the teleport, turn clipping back on, poke around inside (maybe even re-solidify within a wall), and then step back out, you should get credit for the secret.

Once through the yellow-key door, you have two traps to diffuse before you venture onto the center of the teleporter pad. Try this:

- ❖ Sweep all the ledges clean of supplies, including the blue key. Stand back, get out your chaingun, and shoot the pentagram goathhead opposite from where you entered. Once the Revenants are dead, hit the switch on the left side of the far wall to open the way back out.
- ❖ Take out your BFG, get ready to run, and hit the skull switch on the long, right-side (eastern) wall. Take down the Mancubi who appear on the other side of the teleport and claim their automap, Soul Sphere, and other sundry items.
- ❖ Step into the teleport and get ready to rumble. It's a one-way teleport to a virtually identical room to your south. The exact same quantity of monsters you slayed in the yellow-key room are awake and fighting mad in the southern room. Good luck.

Note that if you survive the second teleport room, you get to battle your way south and wind up face to face with an Invulnerability Artifact and a goathead door. It's a trap. The first time through the door, you'll be teleported to a spot just south of the UAC door (you've been here before if you took the teleport next to the red-key exit), except now, you have a horde of Revenants to contend with. The blue-key switch drops the center of the structure to reveal the red key.

Before you teleport into this final trap, you should think about peeling away the Revenant structure like an artichoke—one leaf at a time. The heart is opened with the blue-key switch in the wall next to the core, and your prize is the red key—and a Baron o' Hell accompanied by his evil friends.

MISSION 28: THE SPIRIT WORLD

Prepare yourself for a lot of lava, bionic spiders wading through said lava, no Radiation Suits, and gobs of Invulnerability Artifacts. There's lots of valuable prizes to glom onto here, and not a lot of time to enjoy them. Don't worry about killing all the bad guys until you can first navigate through the mission and live. They're ready and waiting to die anytime you call them up.

This secret journey begins in the northeast room of the mission—the room with the five large columns (to get there go down the passage to the right of the chainsaw). As soon as you enter, three separate gangs of monsters appear. Once the bad guys are bloody mounds of flesh, go into each of the three niches. Each has a secret door, which, when opened, presents you with valuable prizes including a Soul Sphere, Backpacks, and a Berserker Pack. The southeast secret room also contains a booby prize—a Revenant. *Wa-wa-waaa.*

To get out of the lava river room, go to the suspended flame thingy and follow the left-running lava river to the taller niche in the wall (it's on the left bank). Drop in and slog through the hellfire to the safety of a platform and the loving arms of a Hell Knight, Pain Elementals, some Spider Masterminds, and a collection of their diminutive plasma-spewing counterparts.

Up the stairway from the big lava pit, you'll come to the fabled scrolling-faced, five-columned throne room. Seat yourself on the throne to lower the blue middle column. Dash back to stand on this column while it rises. As

you face the throne, the left red-eyed skull switch reveals the yellow key (behind a door to the right of the throne); the right red-eyed switch drops the other columns (and a welcoming party of Hell Knights and their Arch-Vile sidekick). It also opens a passage beyond the yellow key. The Invulnerability Artifact behind the throne and the rockets nearby make this awesome collection of bad guys a lot easier to handle. The teleporter behind the throne takes you to the ledge opposite the throne for the other Invulnerability Artifacts in this room and a wholesome MegaspHERE.

The psychedelic hallway past the yellow key has two false walls/hidden alcoves. The first makes up the left-hand corner of the right-turn intersection; the second is on your right, about halfway up the hallway (after you make the right turn). Just walk through the walls to get into these areas.

In the first room you enter from the psychedelic hallway, shoot the circular pattern opposite the pentagram to open the door into the exit area (the exit itself is sealed with a red-key door). Shoot the pattern between the psychedelic hallway and the now-opened door to lift the center column and score yourself a Rocket Launcher.

Of course, the fun's not over yet. You've got to go back to the start room and go through the yellow door to get the red key. Do what you can to stay out of the lava, and watch for Revenants.

Mission 29: THE LIVING END

There aren't any officially-counted secrets here. Still, you need to know some non-cheating tricks if you want to get into the enigmatic areas.

As you work your way around the ledge to your left, look to your right as you step onto the ledge with the Backpack and the teleporter. As you approach the Backpack, two barred windows with chaingunners appear above you to your right. Instead of dashing for the teleporter, drop off the ledge, turn left and circle around the chaingunners' structure. On the west side, you should see a hallway carved into the rock. Duck in and follow it down to the teleporter—and there you are in the very same chaingunner nest! You may as well take the Plasma Rifle they thoughtfully left behind for you.

The tricky ledgewalking aside, this is an otherwise very stock game of kill-the-bad-guys-and-find-the-switch-to-raise-the-narrow-platform mission. Every switch you need is within the room—or at the end of the room that opens the gate to the next encounter area.

Simply, if you kill the bad guys, think clockwise, save often, try to stay out of the lava as you work your way around the central open area. Then you'll be fine. You won't find a lot of ammo or health in this mission, so don't be surprised if you end up low on health with a embarrassingly low kill percentage.

The three-fingered ledges in the northeast room are out-and-back affairs that should be encountered from left to right (there's a small platform on the northern part of this room to boost you out of the lava should you fall in—or have to jump in after completing the second ledge). The right ledge is blocked off until you jump through the right window onto the Mancubus platform. Hit the switch there, ride a somewhat hidden lift to your right, and leap back to the starting area of this room. Go down the right catwalk and jump into the teleport. You're now on the lowest level of the central structure. All you have to do is climb the stairs to the finish. Once at the top, it's just a matter of outfighting (or outmaneuvering) a bad-tempered Cyberdemon and some caged Mancubi and Revenants to get to the exit.

Mission 30: Icon of Sin

We know of very few people who claim to have won this mission (and the game) without a lot of luck... or a little cheating. There are no official secrets here. We suppose this is because the object of this mission is so simple: Dump a pair of rockets into the final boss via the rectangle opening between the goathead's eyes. Here's the best way for conquering this mission—and *DOOM II*—without cheating:

- ❖❖ Grab all you can carry in the start room and hop into the teleporter.
- ❖❖ Run left down the ledge and hit the goathead panel.
- ❖❖ Run down to the other side of the ledge and hit that goathead panel.
- ❖❖ Run to the opening at the center of the top tier and Spacebar the strange-face switch.
- ❖❖ Leap down to the slime and Spacebar the square column. Ride the column up and unleash a rocket into the rectangle between the goathead's eyes. (Begin firing when you're about even with its chinny-chin-chin.)
- ❖❖ Leap off the column onto the goathead platform; grab the Megasphere and a Radiation Suit; jump back into the slime and repeat until you've scored your second, game-ending hit.

Note that turning off the clipping mode is the only way to get behind the goathead. Once there, you'll see the famed Icon of Sin—John Romero's head on a stake. (John Romero is one of the founders of id Software). Also note that the cubes spewing out of the goathead are impossible to down. When a cube strikes something, it transforms into anything from a Demon to an Arch-Vile. Nasty.

Mission 31: WOLFENSTEIN

Secret Level. Accessed through Mission 15.

It's time to take a bloody crawl down memory lane. If you missed *Wolfenstein 3D*, and never got your chance to slay on platoons of blond Nazis, now's your chance.

In the southeast room (where the dogs used to be in the original *Wolfenstein*), you encounter a gang of Demons—thus proving once and for all that these angry pink beasts are the devil's pets. The far right alcove is marked by a skull shish kebob. Go to the back of this alcove, **[Spacebar]** the door, then go on in to grab a BFG, MegaspHERE, a Super Shotgun, and gobs of Backpacks—no strings attached. You may feel as though you're in some sort of weird incarnation of "Let's Make A Deal." But then again, this is a secret, bonus mission.

As you work your way north, you come to a hallway with an alcove containing an impaled space marine (it's on your right). The alcove opposite the marine is empty—sort of. Go to that empty alcove, press the back wall, and go into the room to score some Medkits and a Rocket Launcher.

In the large stone room in the northwest corner of the mission, note the large Hitler picture that's flanked by burned-out trees. Hit the picture to gain access to the third secret area—not to mention gobs of Spiritual Armor and a Plasma Rifle.

In the rectangular room leading into the exit room, there's a secret door in the extreme southwest corner. Facing south, press the wall; turn right, press the wall and hook left to set your eyes on the entrance to Super Secret Mission 32: Grosse. But wait, there's more. Before you access the exit door to this Super Secret Mission, turn ninety degrees left and **[Spacebar]** the wall. You've just found yet another secret area! (It's about two flag widths back from the wall of the exit door.) Go on in for a Soul Sphere—that is, if you want it.

Mission 32: GROSSE

Secret Level. Accessed through Mission 31.

More blond Nazi goon squads and one pissed-off Cyberdemon are all that stand between you and getting back to the "real" *DOOM II* missions. Uh oh.

The first pair of white stone pillars you encounter lift up when you **Spacebar** them. The left one holds three chainguns; the right holds a MegaspHERE.

The left swastika, three pillars up from the entrance, is really a secret door. Press it and go in for loads of Medkits, energy cells, and a Plasma Rifle. The right swastika, three pillars up from the entrance, conceals an Invulnerability Artifact. Because you have to get through a raging Cyberdemon to finish this mission, we suggest you save this artifact until you really need it.

The last pair of pillars just before the Cyberdemon door also conceal a hidden stash. The left pillar hides a BFG 9000, and the right pillar, a Super Shotgun and some ammo.

So what's the best tactic for turning the Cyberdemon into a crispy critter? Get out the BFG, grab the Invulnerability Artifact, run up the door (it opens automatically), and let him have it up close and personal. It's so easy, a child could do it.

To reveal the exit switch, simply shoot all of the hanging *Commander Keen* effigies. Weird, but fun.

SPACE MARINES KILL EACH OTHER FOR FUN

DOOM and *DOOM II*'s success owes itself largely to its Deathmatch play. Killing bad old monsters is fun for a while, but slaughtering your friends (or an anonymous on-line enemy) is non-stop fun. Though the combat basics are the same for all 3D action games, check out the general discussion for basic Deathmatch tactics in this book's first chapter. However, *DOOM II* has all of the environment and combat limitations *Duke Nukem 3D* doesn't. That is to say, your Deathmatch play tactics must kowtow to these shortcomings.

With that said, here are some additional hints for surviving the fray long enough to enjoy your fight to the death.

- ♣ Get as high a possible. Since a Space Marine can't look up, getting up out of sight is easy to do. You might ask, "But since I can't look down, doesn't that mean I won't be able to see my enemies?" The answer is, not if you completely get rid of the menu bar at the bottom of your screen. That extra little bit of viewing area is surprisingly handy—especially if you're playing against others of comparable skill level. Moreover, this height advantage means you can jump to lower areas whereas your enemies can't leap up to you.
- ♣ Get used to slinking around in the shadows. Since you can't turn out the lights (as in Duke Nukem 3D), you have to work with what you're given. Turn up your gamma-correction as high as possible to help you see in the dark. Shadows are especially effective hiding places when combined with the tactic mentioned above.
- ♣ Pick the right map for the right mood and number of players. Generally speaking, the more combatants you have, the larger the mission map you'll want. To avoid lagging action, pick a mission with lots of teleports and areas that act as central hubs. Fighting on mission maps like this means you have to cross paths lots of times—which is exactly what you want to do.

RECOMMENDED DEATHMATCH PLAYGROUNDS AT-A-GLANCE

Not all of the *DOOM II* mission maps were designed with Deathmatch play in mind. Below, you'll find our recommendations for what we feel are the best *DOOM II* Deathmatch levels. What's our criteria? Tight layouts (meaning no wasted time looking for each other) and a circular design with lots of height variables, dark shadows, and quirky hiding places.

Mission 3	The Gauntlet
Mission 6	The Crusher
Mission 8	Tricks and Traps
Mission 9	The Pit

Mission 10	Refueling Base
Mission 11	'O' of Destruction
Mission 14	The Inmost Dens
Mission 16	Suburbs
Mission 22	The Catacombs
Mission 26	The Abandoned Mines
Mission 27	Monster Condo



CHAPTER

Duke Nukem 3D

Publisher:	Apogee Software, Ltd.
Developer:	3D Realms Entertainment
Release Date:	Spring, 1996
Overall Rating:	★★★★★

**Check out these INTERNET
addresses for more info:**

www.gamespot.com

www.3drealms.com

www.ten.net/

AN APOCALYPSE NEVER FELT SO GOOD

Like the groundbreaking *DOOM* games, the scenario for *Duke Nukem 3D* is one of otherworldly invasion. In *Duke's* case, however, a horde of meanies aren't just content with conquering the world. This time, the bad guys are hell-bent on stealing the women of Earth for their own vile purposes. Of course, only you as *Duke Nukem* can thwart the alien riffraff and make the earth safe for dudes and chicks alike.

Much like a Hollywood action movie, *Duke Nukem 3D* doesn't let conventions like plot or story get in the way of the action. It seems to us that the setting (Los Angeles in the near-future) and the Duke's bravado go a long way in explaining the game's popularity. But even more, unlike previous 3D action games, *Duke Nukem 3D* hits the mark (so to speak) in terms of character. At last we have a wise-cracking, charismatic hero we can actually identify with.

So without any further delay, let's get acquainted with a tougher-than-nails action hero who gulps 'roids, loves to kick alien ass, and knows his way around L.A.'s sleaziest strip joints. Hail to the King, baby!

DUKE NUKEM 3D STRATEGIES

The basic strategies outlined in the first chapter apply to playing *Duke Nukem 3D* almost without exception. Check it out for the tactical big picture. The beauty of the Duke world is the tremendous variety of movement and combat options you can enjoy, and the more tricks you can incorporate into your repertoire, the better off you'll be. Specifically:

- ❖ Learn to strafe and slide sideways around corners. (Study the game's intro. sequences for excellent examples of this.)
- ❖ Make ducking (the **[Z]** key) second nature—especially useful for sniping from windows.
- ❖ Use Holoduke everywhere you go. In single-player games, he works best against Octabrainz (in open areas) and in cross-fire and pipebomb/elevator traps of your devising. He's even more valuable in Dukematch play. Check out the end of this chapter for Holoduke Dukematch details.
- ❖ Look for alternative routes through each mission. Oftentimes, vent shafts and ducts allow you to get the drop on the backside of many monsters. They won't know what hit 'em.
- ❖ Push, kick, jump on, or even shoot every non-monster item you see. Chances are that something odd, amusing, or even beneficial will

happen. Of course, a prudent Duke only shoots or kicks an item after he's tried other, more gentle, methods.

SHOOTIN', KICKIN', AND SQUISHIN'

Duke Nukem 3D sports a truly mind-blowing, and sometimes mind-boggling, array of weaponry. As any mechanic will tell you, there's a right and a wrong tool for every job. This axiom holds very true in Duke's world, as anyone who's ever fired an RPG point-blank can attest.

The weapons are listed here in more or less the order of how much death they're capable of dealing. Also, you'll acquire them in roughly this order during single-player action.

DUKE'S MIGHTY RIGHT FOOT

Best Used Against: Grates, urinals, trash cans, windows, and anything else that can't shoot back at you.

This is Duke's version of *DOOM*'s brass-knuckled fist and *Quake*'s Ax. When Duke is 'roided up, his foot makes for a powerful weapon. However, because all of the toughest monsters in this game have ranged attacks, the Mighty Foot is your weapon of desperation. Note that you can fire and kick simultaneously by hitting the ☐ key—particularly effective in melees.

A cool stupid Duke trick is to engage Duke's Mighty Foot (select weapon ☐) and make him kick with it while you hit the ☐ key. It's as though he's double high-kicking his way through a Cossack-style dance. Hey!

Note

Pistol

Best Used Against: Other Dukes, aliens, Protozoid Slimers, sharks—anything that can't shoot back at you.

Consider the pistol your last-gasp weapon in single-player mode. In the heat of battle, it seems as if this gun takes forever to reload—which leaves

you wide open to attack. If you must use the pistol in battle, consider emptying a clip entirely if you survive the confrontation. Otherwise, the next time you squeeze the trigger, you'll get off about the three shots, then have to pause and insert another clip. It's worth noting that the pistol makes a surprisingly deadly Dukematch weapon. Its range is impressive, and since it's the only thing you're holding when you respawn, you can often use it to finish off an opponent who's been previously weakened in battle.

SHOTGUN

Best Used Against: All enemies except end-of-episode bosses.

This is a real chick-saver. The delay between rounds is shorter than a pistol clip reload, yet still allows you a split second to aim at your next target. In the hands of a skilled mass-(Alien) murderer, it's like grooving to the rhythm of a primal drum. The shotgun's major limitation is range—like in real life—and unlike *DOOM*, the more distance between you and your target, the less damage you'll do to it.

CHAINGUN CANNON (RIPPER)

Best Used Against: PigCop Recon Vehicles, Sentry Drones, gangs of baddies.

We recommend using this weapon when you're stuck in a crowd of three or more enemies. The Ripper gulps ammo, and if you're not careful, you can easily spit out two hundred rounds in a matter of seconds. Resist the urge to spew death—try limiting your bursts to specific targets. Then again, this weapon's relentless rate of fire keeps enemies from counterattacking—especially handy when you're low on health.

PIPEBOMBS

Best Used Against: All enemies, except mission bosses.

This is the coolest weapon in Duke's arsenal, purely due to its revolutionary versatility. The longer you hold down the **[Ctrl]** button, the farther Duke tosses the bomb. It's also quite easy to make Duke jump and toss a bomb onto a high ledge, bathroom stall, or dumpster. Detonation from a safe—and often concealed—distance is the cherry on the top. Notice that pipebombs make a tinny

clatter when they're tossed, unless Duke's kneeling down. While the average PigCop never seems to notice, your Dukematch opponents certainly will.

LASER TRIPBOMBS

Best Used Against: All opponents. Garnish tripbomb traps liberally with pipebombs.

The delayed action of the tripbomb gives an added dimension to death dealing. Simply place the small plaque on any flat surface. A few seconds later, a red beam of light shoots across to the facing wall. When the light beam is interrupted, a wicked explosion rips the transgressor apart. Regular enemies are so thirsty for your blood, they won't see any traps you set for them until it's far too late. Use your body or Holoduke for bait and let them come to you. Tripbombs can be pre-detonated (just like pipebombs) with a well-placed RPG shot.

FREEZETHROWER

Best Used Against: Gangs of bad guys (around corners).

The Freezethrower comes with some severe combat limitations—namely, that your victims thaw out in a few seconds. Most targets take an appreciable amount of ammo (and thus, time in combat) to freeze. Also, you have to follow up your initial attack with some kind of shattering blow. This requires either that you fire on each target twice (a pistol shot is more than effective), or kick with your Mighty Foot. Freezethrower projectiles have the nifty ability to bounce off almost any surface, and therein lies their greatest tactical advantage: Enemies waiting around corners can be frozen if you know your angles.

SHRINKER

Best Used Against: Assault Commanders.

The Shrinker is sure to be a crowd favorite, although it has some of the same disadvantages as the Freezethrower in that the effect wears off after a brief time. Still, punks can be rapidly shrunk, and since Duke's stomping is an automatic function, the actual death blow is easily delivered. The device's ability to shrink Assault Commanders makes it especially endearing.

DEVASTATOR

Best Used Against: Gangs of bad guys, Boss Monsters.

The high-end Duke weapon in terms of pure destructive capability, the Devastator is what you whip out when you don't care if they never find all the body parts. Ammo, of course, is relatively scarce, and a brief tug of the trigger rips through rounds faster than any other instrument of destruction. Use this baby on Boss Monsters, or to clear large areas of lesser losers.

RPG

Best Used Against: All enemies, especially episode bosses.

In our humble opinion, this is the baddest and most all-around effective weapon in the game. The RPG behaves much like the rocket launcher of *DOOM* fame, except that each RPG rocket tracks ground-bound enemies. If used in combination with a Holoduke, a single shot can rip an entire cluster of baddies into bite-sized chunks. The exceptions are the level bosses, where as many as forty-five RPG hits may be needed to achieve the desired results.

AMMO, ARMOR, FANCY FOOTWEAR, AND MORE!

In *Duke Nukem 3D*, once you have a non-weapon item, you can select it by pressing one of the bracket keys [] or [], then hitting **Enter** to lock in the selection, and **Enter** again to use it. Does all that seem laborious? Well, it is. There's a better way: Memorize the letter key that shortcuts you to an item. Simply press its corresponding key, and the item of choice is ready. Note that Duke instantly and automatically dons armor, scuba gear, and nuclear boots.

MEDKITS

These come in two sizes: Good and Better. Grabbing either one boosts your health up to a maximum of 100 points. The tiny white boxes give you a maximum of 10 health points; the larger ones give you a maximum of 30 points.

PORTABLE MEDKIT (M)

When you acquire one, hit the magic key for up to 99 health points. Ahhhh. Each portable medkit has 100 health points inside it. In other words, if you're at 60 health and you heal yourself, you're, in effect, taking 40 health points out of that medkit and leaving 60 health points behind. Portables are hard to come by, so be smart and make each heal-up count.

HEALING ATOMS

These give you as much as 50 health points each—even if you're already topped out at 100—to a maximum of 200. Go out of your way to snag these gems.

URINALS, COMMODOES, FIRE HYDRANTS, AND THE HEALING POWER OF WATER

Approach any urinal or commode and hit the **Spacebar**. Not only does this spell relief, but, once per mission, you get 10 free health points. Then blow open the plumbing (including fire hydrants), stand in the fountain, and hold down **Spacebar**. Duke's health creeps up one point at a time, maxing out at 100. It's slow, but effective in a pinch.

GIMMIE, GIMMIE, GIMMIE

Guerrilla combat means being a smart scavenger. The table below lists what you'll find when you stumble across a given box of ammo:

Pistol clip	12 rounds
Shotgun box	10 shells
Chaingun magazine	50 rounds
RPG	5 rockets

Pipebomb box	5 bombs
Freeze Thrower	50 rounds
Devastator	50 shells
Shrinker	5 charges per crystal
Laser Tripbomb	Single units

ARMOR

It looks as good as it protects—so-so. When you wear it, you still take damage from enemy attacks, but at a lesser rate. On occasion, PigCops drop a used suit after you fry their bacon—and somehow the armor is always just your size.

Boots

This fab footwear works just like *DOOM*'s Rad Suit and *Quake*'s Biosuit. And believe it or not, Duke is so tough that boots are all he needs to prevent nuclear sludge and lava from roasting him alive.

HOLODUKE (H)

By far, this is the coolest non-weapon item in the game. Like pipebombs, only your imagination limits Holoduke's usefulness. In close combat, he's alien bait. In open areas, he's a campfire that enemies—especially Octabrain—love to gather around. In essence, the bad guys gravitate toward the Duke who is closest to them. He appears beside you when activated, which means you have to actually dash into an area to drop him, then run off again. Holoduke deactivates from any distance.

JET PACK (J)

In our opinion, this is the second coolest non-weapon item in the game. When you're flying, keep a close eye on your fuel level. Obviously, the results are dire if you run out of jet pack juice and are soaring ten stories in the air. Use the [A] key to go up and the [Z] key to come down. In God Mode (besides being invincible), you get unlimited jet pack time.

KEYCARDS

Like in all the 3D games in this book, you'll need to find color-coded keys to get through the kingdom. They come in three familiar flavors: red, blue, and yellow. Stand in front of the color-coded lock and hit the Spacebar. If you've got more than one key, Duke deftly inserts the correct one.

NIGHT VISION GOGGLES (N)

When the world is gloomy, or a specific wall needs illumination, flip on these goggles and have a good look around. What's more, goggles let you see monsters in a nifty glow-in-the-dark green. In Dukematch, the goggles allow you to determine whether or not an enemy Duke is a Holoduke. If the Duke in question appears all one shade of green, he's a phony.

SCUBA GEAR

It's the underwater counterpart of the jet pack. Unlike the jet pack, Duke automatically dons the gear (if he has it) whenever he delves into the briny deep. Like in real life, your dive time is limited—unless you're a god.

STEROIDS (R)

Similar to *DOOM*'s Berserker Pack, but with a very limited duration. Once you down a bottle, you can't stop the effects. Moreover, unlike the Berserker Pack, the effect wears off once the counter runs down to zero. 'Roids are probably best used for making otherwise impossible leaps and escaping deadly Dukematch situations—though there are a few significant times when you'll need them to reach a secret place after throwing a switch. Steroids also make Duke's Mighty Foot extra kicky. Zounds!

ALIEN BASTARDS

They're all so bad, they need killing. Notice that if they're conveniently lined up, the bad guys tend to shoot each other in the back with you as the intended target. But unlike the *DOOM*s and *Quake*, Duke's enemies don't go

out of their way to kill their monsters-in-arms. Briefly, here's the foes you're up against, and the weapons that best cut them down. They appear in order of their difficulty to kill, starting with the easy ones

Duke can go into the drink for a short time without taking any damage (he's holding his breath). But if you're deep down and you run out of scuba-oxygen, you'll get the distinct pleasure of watching your health points tick down to zero. Our advice is that you keep your diving time to a minimum. This means you should rely on your more explosive weaponry, that you surface as often as you can, and always keep moving.

Note

PROTOZOID SLIMERS

Best Killed With: Pistol; Chaingun (if still in pods).

The pods which are spread throughout the second and third episodes are the Alien-esque embryos of the Protozoid Slimer. If at all possible, blast the pods before they have a chance to issue forth a slimy spawn. The Slimer itself is more bothersome than dangerous, but they can be hard to target because they jump from ceiling to floor. The chaingun works particularly well in splattering them with a minimum of aiming required.

SHARKS

Best Killed With: Shotgun; Pistol.

These fish are fast, but that's about all they have going for them. Attack from the same relative depth, and you won't have any trouble shotgunning them into submission.

ALIENS

Best Killed With: Shotgun; Pistol.

Your basic shotgun fodder. These green meanies pack a powerful laser attack and fly via jet pack. If you're cocky, or out of ammo, they will kill

you quite easily. Like *DOOM*'s Former Humans, they tend to cough up pistol ammo when their bodies smack the tarmac.

ALIEN LIEUTENANTS

Best Killed With: Shotgun; Pistol.

These are aliens of a different color—orange, to be exact. Other than their cheery uniform, they only differ from the greenies in that they can teleport (usually behind you). When you hear one teleporting, move forward, hit

[Backspace] to pivot, and get ready to fire.

PIGCOPS

Best Killed With: Shotgun; Pipebomb.

Any way you slice them, with your speed and combat savvy, they're not much more than the other white meat. When a PigCop dies, he may drop an armor vest and/or his shotgun. If he drops his gun, he'll be leaving you anywhere from one to four shells—depending on how many he's already fired.

TURRETS

Best Killed With: Shotgun (at close range); Devastator, RPG.

These are deadly accurate opponents. It takes them about five seconds to get wise to your presence. They're usually accompanied by a host of corporeal baddies, which often puts you in the middle of a nasty crossfire. Take these metal menaces out as soon as you can.

PIGCOP RECON VEHICLE

Best Killed With: Chaingun; Shotgun.

The winged PigCop can be a serious threat, so clip those wings as quick as possible to bring the swine down to earth.

OCTABRAINS

Best Killed With: RPG, Pipebomb (underwater); Shotgun (above ground).

Three shotgun blasts flattens them; a single RPG shot turns them into smolder-

ing sushi. Octabrain attacks with powerful mind blasts, which can be dodged rather easily. They also have a nasty bite—further incentive to slay them from afar. Notice the sweet way they swarm around your old friend, Holoduke.

Occasionally, you'll have the rare opportunity to witness the exploding Alien trick. If an Alien teleports from in front of you at the exact moment your shell impacts, the Alien will reappear and die an instant later. The extreme case of this phenomena is when an Alien sucks down such a large chunk of ammo that it actually explodes upon reappearing. That's entertainment!

Note

SENTRY DRONES

Best Killed With: Chaingun; Shotgun.

The suicidal Sentry Drone needs to be dealt with quickly, and from a distance. Drones dodge large projectiles, and pay Holoduke no mind. So whip out that chaingun or shotgun to detonate them from afar.

ENFORCERS

Best Killed With: Shotgun; Pipebomb.

Chainguns in hand, Enforcers can present a problem in bunches. Their leaping also makes them difficult targets, so get used to the idea of leading them a bit. Should an Enforcer get the drop on you, expect to be slimed—a disorienting and damaging occurrence. Most drop chaingun ammo, or a chaingun itself, upon their timely demise.

ASSAULT COMMANDERS

Best Killed With: Shrinker.

Floating in their hovercars, the Assault Commanders are bloated bad-asses with a serious Achilles heel. Though a Commander can tear you to pieces with just a few missiles, he prefers a close-range, more personal attack, which amounts to a spinning slap fight of sorts. Luckily, these uglies can

easily be shrunk and stomped. Avoid sucking down incoming missiles, and close the gap. Shrink. Stomp. Next, please...

BOSS MONSTERS

Best Killed With: RPG; Devastator.

So named because they resemble the monster at the end of Episode One, the Boss Monster is formidable, but not nearly as unbeatable as the original. Less than 10 RPG shots send him packing. Use their inability to reposition their own machine gun against them. Done right, you can execute them from above (or while the beast is stopped in a doorway) with your trusty pistol.

BOSSSES

EPISODE ONE BOSS

Best Killed With: RPG; Chaingun.

He's big and bad. He runs as fast as you. He wields a huge chain gun and unleashes an unholy barrage of grenades. It takes the equivalent of 45 RPG shots to end the battle, and the best way to take him down is to force him to fight on your terms. Here's how:

- ♣ When you first enter this Boss's room, walk backwards until the door starts to close. Pop some steroids and run back outside, through the closing doors. Well done! You've just outsmarted the trap.
- ♣ Open the door from the outside again—it remains open from now on.
- ♣ Go in and stir the boss into action. Run back into the room with the guard rails.
- ♣ Use the columns for cover and start blasting. Easy.

EPISODE TWO BOSS

Best Killed With: Devastator; RPG.

This missile-toting toad is a serious challenge, especially if you find yourself low on Devastator ammo. The room that the monster originally comes from not only offers you protection, it coughs up supplies. Going back out into the main arena opens a secret door across the battle chamber, revealing yet more items to die for. Or rather—die without.

EPISODE THREE BOSS

Best Killed With: RPG.

The King Freak from another world is pure hell on Earth—a foe so deadly and quick that only *Duke Nukem* may live to tell the tale. Strap on the trusty jet pack and blow the blimp above the field to shower the area with weapons, ammo and health boosts. Then, become the Red Baron and use your RPG to strafe King Freak along the diagonal of the field. Afterward, well... Here's proof that real men don't always go for the two-point conversion.

ALL THE CHEATS THAT FIT, WE PRINT

After a few missions, you've undoubtedly learned the hard way those alien maggots play some serious hard ball. You're outnumbered and perhaps you're frustrated. Well, if that's the case, it's time to play some hard ball of your own.

Any time during game play, just punch in the cheat you want and BLAMMO! It's yours. Like other 3D action games, there's no need to hit the **[Return]** to make your cheat du jour work. Know them, use them, live them, love them. We do.

Code	What It Does	Message
dncornholio / dnkroz	God Mode	"God Mode On/Off"
dnstuff	Gives you all items, weapons, and ammo	"Giving Everything"
dnitems	Gives you all non-weapon items	"Giving Everything"

Code	What It Does	Message
dnclip	Turns clipping mode on and off, enabling you to walk through walls	"Clipping Mode Off"
dnscotty###	Lets you warp to you level of choice*.	
dnskill#	Changes skill level to # (any number from 0 to 3)	
dnview	Puts Duke in Chase Mode (same as F7)	
dnhyper	Gives you steroids on demand	
dncashman	Duke spews cash as long as you press Spacebar	
dnmonster	Makes the monsters disappear—great for when you're trying to beat a par time	
dnrate	Show frame rate on top right of screen	
dnbeta	Displays "Pirates Suck!"	
dnallen	Displays "Buy Major Striker" (an Apogee game)	
dncosmo	Displays "Register Cosmo Today!" (an Apogee game)	

* The first # is for your episode choice, the second # for mission. For example, Red Light District (Episode One; Mission 02) would be: dnscotty102

MISSION SECRETS AND OTHER STUFF YOU NEED TO KNOW

Part of the fun of the *Duke Nukem 3D* experience is finding secret places throughout the game. More so than any other 3D game on the market, Duke secrets are the Holy Grail of the dedicated fan—and the game's designers went out of their way to test the mettle and ingenuity of even the williest Duke. This section emphasizes the secret areas in each of the 28 missions, and also gives specific tactical tips where relevant.

EPISODE ONE: L.A. MELTDOWN

The first episode of *Duke Nukem 3D* served as the registered shareware for the game before its official release. It boasts six total missions, one of which, "Launch Facility," is a "Secret Mission."

During your initial encounter with the world of Nukem, expect to confront an ever-increasing army of hostility while you get your feet wet (usually resulting in a trail of bloody footprints... and discover the unique movement options that make the Duke environment the premiere 3D game engine on the market. In this respect, it's guns-down better than *Quake*.

MISSION 1: HOLLYWOOD HOLOCAUST

Plenty of PigCops and Aliens prowl the streets of L.A. for Mission 1, and you need to quickly learn how to dispatch these common enemies with minimal fuss.

The first secret place is a platform that rises when you jump on a ledge at one end of the street, bestowing an RPG. Near that spot, you can jump through a building's window to enter a secret apartment, and check the poster on the wall in there to reveal yet another secret place.

In the large lobby of the theater, search the cash register to open a secret place high on a wall nearby. Stand below and search to activate a platform rising to the opening. In the bathroom, lob an RPG into the vent to reveal a Holoduke, and then continue through the grate to reach a secret Alien hideout.

In the projection room, jumping on top of the projector opens a secret place nearby, while blowing a hole in the theater screen leads to another secret place.

Outside the building, walk the narrow ledge until you stand near the palm tree and the theater marquee. Jump atop the tree, then through a window in the building to enter a secret place loaded with goodies. Finally, before completing the mission, jet pack to the top of the alleyway and raid a small alcove protected by laser turrets. Don't worry about jet pack fuel. In addition to other booty, there's a replacement jet pack inside.

Mission 2: Red Light District

More seedy lowlife awaits in the Red Light District, a mission that culminates with Duke falling into a dastardly Alien ambush. Use your ammo liberally; you'll lose all your supplies between this mission and the next. As for secrets...

From the top of the shelves in the adult book store, in the corner where you find the Healing Atom, search the wall to reveal a Holoduke. Also in the bookstore, search the long row of shelves along one wall to access a secret place packed with prizes.

In the nearby darkened corridor, turn right before you reach the elevator and explore a small secret area of passageways.

Down the street, in the building that houses the nightclub, search behind a toilet to enter a secret place guarded by PigCops. Continuing in that direction leads to a small section of secret sewer, guarded by the game's first Octabrain.

From the dance floor, shoot out the grate and enter one secret place leading to another: the backstage area. A backstage ledge also earns the secret place distinction, and you can reach the lofty perch by leaping from the lip of the loft.

Finally, in the area right before the end-of-the-level switch, search the lighted section of wall to open a small room with a portable medkit. Use it right before you activate the final switch. The only thing you take from this mission to the next is your health.

Mission 3: Death Row

Leap from the electric chair as the mission begins, and frantically begin to rebuild your stash of supplies. This mission features Duke's first underwater experiences, and plenty of ground to cover. A panel in the guardroom nearby slides to reveal a pistol, which you must load and fire faster than the local PigCop to get your adventure underway.

The first secret place you'll find is in the chapel, where you stand against the back wall and shoot a switch to ride to the rafters. Also in the chapel, press the picture on the pulpit to open another secret place, containing both Octabrain and chaingun.

In a nearby cell, you'll discover that the cot swings aside to grant you RPG ammo, which we suppose you could always hurl at you foes... Climbing atop the gears down the hall nets you another secret place, and yes, there's even an RPG in the room above.

In the huge outer area, blast the wall above the red keycard to open a secret place, and check the tower that separates the two halves of the upper deck for a concealed tunnel. By climbing onto the supports on either side of the tower, then jumping up and forward, you'll enter a very healthy secret place.

Near the submarine, which you arrive at by passing through a poster in the far cell in block 02, lies another secret place close to the scuba tank. Jump up on the right-hand outcropping, face the steel wall and search for better night-time vision.

Inside the sub, search the wall at the opposite end from the periscope to enter the secret engine room area. If you've gotten a bad feeling before hitting the end-of-the-level switch, perhaps it's that you're beginning to get an idea of how these alien bastards operate. Console yourself with your gift for insight as the sabotaged sub sinks into Mission 4.

Mission 4: Toxic Dump

The standout Mission of Episode One, Toxic Dump quite simply has it all. Duke also induces death in a wide variety of settings, at an ever-increasing pace. Hopefully, you honed your underwater techniques during the last mission. Toxic Dump features some of the wettest, wildest Duking in the entire game.

The first secret place is just outside the sunken sub, through the underwater fissure. Make your way through the obstacles, blasting where appropriate, and you'll surface in a secret room.

Once you've run through the fire on top of the sub, you can re-enter the wreckage and surface inside to find another secret place worthy of the trouble. The alcove to your right, as you pick up the blue key card, is also a secret place with a panel that conceals an RPG.

Just past the blue key lock, search the wall on your right to enter the area the aliens were sniping from. Later, as you ride the conveyor belt through the fetid fortress, hop off into a small room of toxic muck, searching the wall for a panel which conceals chaingun ammo. A little further along, a small control center features two small reactor tubes, inside of which are secretive Healing Atoms.

When you finally surface from the underwater area, you'll notice two ledges to which you can leap from across the small battlezone. Both have secret properties: The one on the right holds a portable medkit, while the

one on the left has a puckered wall in dire need of demolition. Near the place where you demolished that wall, you'll find a small room with a monitor and another of those orange cylinders. Check between the screen and the cylinder for a secret panel in the wall.

After you return underwater and pass through the huge double gears (look for the missing teeth in the gears, and time your entry to avoid an inglorious squish), you'll traverse a slime tunnel with a weak wall on the right. Blowing open that wall leads to a large room with a teleporter, and the teleporter transports you to a weakly-guarded stash of RPG ammo. Ride the rapids for access to the next secret place.

In the large room, where the sludge eventually empties, you'll find the most difficult secret to access in all of Episode One, and perhaps the game. The entrance is behind one of the large moving platforms, which swing together and apart when you shoot the red button. Shoot the button and submerge quickly, firing to blow out the grate covering the underwater secret entrance. To get inside, you can either shoot the switch again and swim for it, or shoot the switch from the platform directly across from it, let the wall swing forward, and plunge in behind it. When the wall returns to its original position, it hopefully will push you into the opening where the grate used to be.

When you finally tire of that nonsense and ride the moving ledges across the room, don't forget to blow out the fan in the small control center before sludge surfing. You can climb inside by walking on the ledge to the right of the fan.

As you approach the end of the mission, blow open a weak spot on the left-hand wall to enter the room with the Secret Level switch. That's the only route to the mission "Launch Facility."

Mission 5: Abyss

Sequentially, this is the final mission of Episode One. In all likelihood, you'll play the Secret Mission—Launch Facility—first, but this is Mission 5, and Launch Facility is Mission 6... and we know what a stickler you are for sequential order.

Note that in order to progress very far in this mission, you have to trigger a monumental destruction along the San Andreas Fault. Check out the marker to start the shakedown. By exploring in that direction, you can reach a cave entrance further downstream.

Within that system of caves, you'll approach a firepit guarded by Aliens and Octabrain. Search the left-hand wall as you advance on the pit to

reveal a secret place; then drop into the pit and step into the bonfire[Em]it's a teleport to another secret locale. Within the room to which you teleported, jump to the alcove for another secret revealed. Go into the fire (again) to teleport back.

When you make your way through the reddish outside area and up the long ledge, blow open the puckered wall to traverse a secret passage. Notice that where you blew open that wall, there's a small landing across the lava flow with a handprint which you can push to explore the regions beyond. Much to Duke's surprise, he finds... Madame Livingston, I presume?

In order to access the area with the alien ship and fight the final badass, you have to reach the uppermost platform in the room where the shrink ray strikes you. Jumping to that platform near the window triggers an explosion in the outside (reddish) area, opening another cave.

Before you venture inside the ship, search the rock wall to the right of the massive door to open a passage to the outer hull. You'll need that Healing Atom for the battle ahead.

Mission 6: LAUNCH FACILITY

The Launch Facility mission is accessible through Mission 4, by blowing open a weak spot in a sludge tunnel wall. Still, it's dubbed 'Mission 6'. Apparently, a Secret Level gets to be called anything it damn well pleases!

The first secret area requires some backtracking. After you've entered the central hub in the large room where you find the blue keycard, return to the tunnel you originally traversed and submerge in the small pond therein. You may have already claimed the shotgun here, but notice the grate has now dropped to allow you still more prizes.

To reach the next secret requires a jet pack. It's through that vent near the top of the ramp in the other huge room. Shoot out the fan, and claim your booty.

Approaching the huge doors that lead to the launch pad, don't forget to search the control panels in the nearby nerve center for a small, secret stash. Finally, in the last room of the level before you re-enter the sludge tunnel, jump up onto the computer panel and search it for an Atomic Healing stash.

EPISODE TWO: LUNAR APOCALYPSE

The second installment in *Duke Nukem's* trilogy finds Duke going lunar to foil the plans of otherworld scum. Nine regular and two secret missions

mean that a heroic effort is in order, and a prudent Duke should seek to avoid any wasteful overkill. There's ammo to be had on the moon, but there's also plenty of alien maggots begging for you to dispense it.

Mission 1: SPACEPORT

Duke's arrival on the moon doesn't exactly earn a warm welcome, though there are some added bonuses—namely, the Shrinker and the Devastator, two new toys for bad boys to play with.

The first secret place lies behind the control panel, near the switch that deactivates the forcefield. Also, if you approach the monitor in the hall nearby, a small panel rises in the wall behind you. Do investigate. In the wide hallway ahead, stand to the right of the doorway and jump up and forward through the "Authorized Personnel" sign. This secret place also accesses a sneaky avenue that might fit nicely into your battle plan.

In the large outer courtyard, notice that when you jet pack up and get the Healing Atom from the wall ledge, you'll hear a door opening somewhere distant. 'Roid and run to the elevator downstairs, and button-hook left as you exit to spy a briefly opened doorway. Once you've dropped the red forcefield in the large outer courtyard, you can jet pack to the top of the inoperable elevator shaft, slay an Enforcer, and lay hands on the awesome Devastator weapon. Take a peek up top of the central shaft, then let yourself plummet through the core to a water-filled room with a keycard.

In the hallway approaching the red keylock, pause and search in the lit area of the tunnel to activate an elevator down to the mission's final secret location, where Enforcers oh-so-briefly guard the Shrinker.

Mission 2: INCUBATOR

And you thought Duke had seen it all! The dirty little foray into Incubator reveals the aliens are pushing the envelope of good taste just a tad, and Nukem is here to play Miss Manners in no uncertain terms. This mission is smallish in terms of actual terrain covered, but the combat comes in waves of ambushes. Keep one eye looking over your shoulder and one finger solidly on the trigger.

In the large central control room, search the back wall of the compartment that held pipebombs to access the area behind the control panel. Down the hallway, leap behind the crest on the wall for still more secrets revealed.

Further along the corridor, you reach a room with new Duke toys in plain sight—the laser tripbomb, to be precise—and more fun concealed nearby. Search one of the large wall consoles to enter a room with the Freezethrower, among other goodies. Time to chill, baby.

The room at the end of the hallway holds a secret as well as several rounds of grim back attacks. One of the walls opens to help replenish your chaingun ammo—the final secret you get to share before blasting your way to the end of this hell hole.

Mission 3: WARP FACTOR

Fans of *The Next Generation* will get a backhanded thrill as Duke battles bad-dies aboard a very familiar mission-map silhouette. This mission also introduces a new enemy—The Assault Commander—and introduces the tactical challenge of meeting unexpectedly with several Assault Drones in a tunnel.

Recall that Assault Commanders are far less intimidating if they happen to be three inches tall, and that the chaingun can effectively hold the Drones immobile (and at a goodly distance) until they blow.

As for secrets, there are only two in this mission, both accessed with a single switch. The switch is located in the area beyond the yellow key lock, in a wall niche that also holds a jar of steroids. If you shoot the switch, then 'roid up and run around to the other side of the control center, you'll see that a portion of wall has opened near the three large medkits. Once you've made it inside, ride the elevator up to the starship's bridge. That's secret place number one.

Secret place number two is available for inspection once you've cleared the crowd that follows you into the conference room. Search the laptop on the table to enter the REALLY Ready Room. Number One, I'd like to have a word with you...

Mission 4: Fusion Station

The broad expanses and several secrets of the Fusion Station make this a diverse and exciting mission for the Duke, culminating in a knock-down, drag-out Assault Commander finale. This mission comes complete with chaingun ammo galore, and since you'll be battling a lot of Enforcers as well, you can go ahead and dispense liberally in the large rooms. If you make sure the coast is clear of snipers before you start poking around, you'll keep the cheap shots down to a minimum.

On the first floor of the reactor, once the dust has settled, hop up next to a large piston near where you came in. If you jump down inside the tube, and then crouch, you can access a small area inside the machine with a chaingun. Search the wall opposite the short tunnel to reveal a stash of chaingun ammo.

On the ledge farthest from where you entered the room, a small section of wall slides open to unveil a secret hallway. If you travel to your left, then

jump up when the tunnel apparently dead-ends, you'll discover more pipebombs. If you then double back and follow the tunnel to the extreme other end, you'll come out inside the reactor once again, in a room with a switch and Healing Atoms. The switch opens an elevator door nearby.

On the next floor up, notice that when you move near the monitor, you'll hear a door open and close somewhere in the room. Once you've cleared the room and thrown the switches underwater, you can run past the monitor and scurry to the other side of the room. The door to the right of the exit requires that you crouch to enter.

When you cross to the next large room, dispensing death to the locals, check one of the support columns flanking those window slits for a secret room holding armor. In the hallway leading from that room are two more secret places—accessible when a series of explosions breaks the walls. Climb to the walkways above and enter the vent shaft full of pods (one secret place) and then proceed to find a chick in dire straits, with a crack in the wall of her small room. Blow the crack for the last secret place in this mission.

Mission 5: OCCUPIED TERRITORY

The Occupied Territory features some of the toughest combat in all of Episode 2, made that much harder by a depressing lack of large-caliber ammo. Once again, we caution against overkill. There are five Boss Monsters and several Assault Commanders between you and the end-of-the-level switch—well, actually, between you and two end-of-the-level switches. One button sends you to Mission 6, while the other accesses the Secret Level, Spin Cycle.

The first secret place is a sneaky one, indeed. Kneel down as you pass through the large doors leading from the control center, and look in the track the door slides through. Health up!

In the large room plagued by Assault Commanders and Drones, turn right and hug the wall as you enter the room's second segment. At the top of that ramp is a vent for you to explore, and you should also investigate the room that puked forth the Sentry Drones.

The final secret lies behind the control panel in the room where the three Boss Monsters defended the blue key card. Check one of the monitors to reveal a room beyond.

To access the first Secret Level in Episode Two, stand on the platform with the huge rotating hologram (after you've dispatched the two Boss Monsters), look up and to your right. High on the wall of the room is a

switch, and shooting it opens a door to your left. In that room is the switch to Spin Cycle.

SECRET LEVEL: SPIN CYCLE

There are no secret places in the Spin Cycle mission, but the environment itself is intriguing enough without them. The large spinning floor makes trajectories seem strangely elliptical. Since every creature (including Duke) is moving, hitting anything that's more than a few feet away is as much luck as skill.

Throwing the switches in the four outer stations opens large doors on the hub, and throwing all the switches in those rooms grants entrance to the central hub, and the end-of-the-level switch. This is a truly rockin' Dukematch level.

Mission 6: Tiberius Station

The Tiberius Station mission features some relatively tame Duking in a setting stocked with health and ammo. Try not to use up the goodies until you really need them. Besides, you can double back before ending the level to stock up.

The first secret place is beyond a panel in the "Supplies" room, between the two armor vests. Blowing open the crack above and to your right as you enter the first long hallway nets another secret stash. Also, an impressive cache of pipebombs is yours for the sneaking if you search the wall across from the water fountain.

A small secret room lies just to the left of the door which opens when you throw the control room switch. It's actually pretty obvious, with a vague outline to disclose its exact location.

In the large water-filled room with the moving stone blocks, search the alcoves in the center of the walls to each side as you enter. Swim on top of the water to locate the two opposite doors to secret rooms. In that same room, near the exit door, there's a weak spot in the wall begging for you to reveal its secret jet pack stash.

When you exit the previous room onto the bridge, facing the turret, turn and look to your left for a grating high on the wall. Jet pack inside, and when you cross the lighted area, you'll hear another door open and close in the hallway you just came from. Cross the lighted area and jet pack back outside: The doorway is high on the wall across the hall.

Note that if you explore the vent shaft with the secret door triggers, you'll discover an alternative way into one of the mission's last rooms. By using that entrance, you can actually avoid summoning the end-of-the-level Boss Monster, should you wish to avoid the nasty confrontation.

Mission 7: LUNAR REACTOR

This is an epic Duke mission with plenty of pertinent exploration through several of our favorite Nukem environments. There's gratuitous Duke in a duct, jet pack Duke, slime surfing, and even the chance to execute one of those brutal Boss Monsters from close range. Notice that using keys here not only opens an obvious door, but also gives access to increasing portions of duct.

The first secret area lies beneath the Crew Quarters, after you've jumped down the vertical shaft. Notice that when the walls part, not only can you see the obvious vent across the room, but there's also a small alcove to the right. Run to that alcove, and when the walls reset, search the large support column in the right-hand corner of the room to open a secret place.

There's a small hidden compartment behind the control panel where you emerge into the canyon, where there are two secret caves. One cave you can jump to from the top of the duct work; the other lies at the far end of the canyon, and requires the jet pack (there's one on the canyon floor) to enter. Duke, meet Luke. Luke... Oh, never mind.

In the room where you pick up the red key, behind the cog, a panel slides away to reveal still more goodies, and there are two secret places in the reactor room itself: two identical elevated alcoves behind the room's supporting columns.

Don't stand too close when you blow the reactor (we suggest the room upstairs for safe demolition). Note that after the deed is done, you can grab the Healing Atom from the burnt-out casing without getting a nasty tan.

Mission 8: DARK SIDE

The stark space strangeness of the Dark Side mission lends Duke an eerie air, as The Man battles an incredible array of enemies, including the largest squadron of Sentry Drones you've ever seen, and quite possibly the biggest bunch of Octabrain. There are also plenty of secrets...

Check behind the control panel facing you as you enter the central hub for a healthy stash, and blow open the weak wall inside Alpha Station for more fun stuff. At the end of the Alpha line, you can gain access to the water-filled tanks by searching the wall beside them and uncovering a connecting hallway.

Check behind the wall panel near where you board the Gamma Transport to uncover another secret location; and further down the Gamma line, blow open the weak wall in the room full of Octabrain and chicks to snag major pipebombs.

While you're riding the train from the Beta Station, press up against the wall through the opened doorway and you'll pop into a secret locale about halfway down the tunnel. The teleporter there sends you back to the station.

The Dark Side's final secret is a biggy: the entrance to a Secret Level. In the room where you arrive after teleporting through the 2001 Monolith, stand in the hallway, face the black slab, and look high on the wall to your right for a weak spot. Blowing it gives access to a secret tunnel and the switch leading to the Secret Level, Lunatic Fringe.

SECRET LEVEL: LUNATIC FRINGE

The Lunatic Fringe Secret Level is easily one of the most confounding excursions in the game. Each time you circle the room, it changes between two separate and distinct versions, so that making a 360-degree trip actually leaves you at a different point than where you began.

Throw all the switches near the chicks (There are four—circle around to get all of them) and you can enter the central hub. There are three Boss Monsters inside, and another will appear when you enter the hub's central construct.

When you've taken enough abuse, look for the hand-print switch on the wall near where you first entered the central hub. It's facing into the hub, just through that large, slightly elevated room. Once you activate the switch, you have to circle around 360 degrees for the door to become visible, in the same wall where you originally entered the mission.

MISSION 9: OVERLORD

The final lunar slugfest is a tidy, taxing little experience that culminates with a battle royal: Duke vs. Rocket Tossing Frog Freak. Save up as much ammo as you can to avoid scurrying around for refills while the big bully blasts your backside.

When you surface in the room with the smallish reactor, and after you clear the area of scum, check for a secret entrance near the water-level, to one side of the control center on the walkway. Also, when you jump to the lip of the lowered reactor, the side of the column nearby which faces the fan, drops to allow brief admittance to a secret location.

In the room with the waterfall, you can blast the wall where the ramp inclines, making a left-hand turn towards the monsters above, and revealing a pipebomb stash. Notice that you can also enter a smallish room behind the waterfall itself, although this is apparently too passé for the secret place distinction.

The final secret is a room off of the final battle chamber. Once you've summoned the end-of-the-Episode Boss, then run past him into his room and close the door behind you with the switch on the wall. When you open up the door again, you'll see that section of wall directly across the large chamber has also dropped, and therein lies everything a Duke might need to secure victory.

EPISODE 3: SHRAPNEL City

Back on the planet that needs him so desperately, the Duke is set to prowl the streets and kick some PigCop posterior. The final episode in the *Duke Nukem* trilogy features a wide variety of settings and surprises, including a full-blown earthquake and another bad trip for the Nukem ride.

The missions here tend to be shorter than in the previous Episode, though the traps are generally nastier and, thus, the combat more intense. And like a good novel, the best of the missions here are some of the best in the entire game.

Mission 1: RAW MEAT

Getting a foothold in Mission 1 can be a trial, as Duke battles frantically to restock on his return from the moon. Keep an eye out for turrets, and don't do too much diving until you have firepower to go with your courage.

The first secret place is just inside the main building, behind the large sushi sign. Stand around the corner to the left of the sign, face the wall, and jump up and into a secret room. The large "Exotica Tonight" poster in the hallway nearby sinks to unveil a Shrinking Machine when you search, and there are also two more quick secrets in the area. Blowing open the weak wall in the last dining room uncovers a secret spot, as does searching the menu on the wall.

In the room with the floating food, search the small cabinet near the vent to access a darkened room, and push the wall there to load up on pipebombs and chaingun ammo. When you exit that small nook, press the handprint on the wall and another secret room nearby opens to bestow a Freezethrower.

Notice that in the room where you pick up the blue key card, searching the register opens a network of teleporters suitable for Dukematching. Also, there is no way to access the large area you can see from the last room of the mission. Curiously, that's where the next mission begins, and you'll also be able to see, but not access, the final room of Mission 1 when you explore the streets of Mission 2.

Mission 2: BANK ROLL

The blast through Bank Roll is a sweet bit of Nukem, well paced with a wide-open feel that isn't always so prevalent in the third Episode. There are, however, only a handful of secrets.

Past the main entrance to the Federal building, check the ATMs in the alcove. Either one will slide aside and admit you to a secret place, though you should be wary of a lurking Assault Commander when you return to the street.

In the upstairs apartment, push the button on the desk to open a secret place nearby that hides a Devastator. When you've crossed to the Loan and Trust and killed the PigCop that greets you inside, shoot the button above his splattered form to lift the telephone behind you, and nab a Holoduke.

To access the giant cog area, push all three buttons on the desk, then use the large switch to open the door. Inside that area, grab the boots, then run through the opening on your left and jump on that dais. The cogs align properly at that point, and you can enter the cog with the medkit on the floor. Jumping on that dais turns the gears once more, and you'll see an opening in the outer wall of the room as the cog rotates.

The final secret place in the mission is only accessible from the cog adjacent to that one with the medkit. A weak spot on the wall, visible from the inside of that adjacent cog, blows to reveal a shortcut as well as atomic health.

Mission 3: FLOOD ZONE

When old timers gather around the fire at night to speak in hushed tones of *Duke Nukem* and his heroic exploits, the talk invariably turns to the Flood Zone mission, and the grim series of confrontations enjoyed therein. This is one of the crowning jewels of the 3D gaming experience to date, as Duke battles baddies above and below water, and triggers the absolute nastiest series of traps in the game.

Watch the use of your scuba tank! There's one behind you when the mission starts, but it's really better to save it for later if you're packing any tank at the beginning. Also, Assault Commanders and Boss Monsters abound. Use and choose your weapons appropriately.

The first secret area is next to a small alcove above the waterline where Aliens guard a chaingun. A window on the adjoining building opens to reveal a small secret place with chaingun ammo.

The second secret is indeed a Duke anomaly: an empty secret room, overlooking the blue key card. Simply hop through the false wall, and ponder the Dukematch possibilities...

On top of the roof which is accessible with the yellow key—located at the bottom of the blue keylock room—a cave has a false compartment at the rear. Across the canyon from that locale, inside the cave that blows open to unleash the Assault Commanders, a darkened message invites you to break open a crack below. Doing so grants entrance to a huge secret place stocked with far too many Octabrainns as well as another scuba tank.

In the room you enter after accessing the red key lock, search the “Hard Hat Area” sign to open a secret door in the side of one of the boxes. Note that this level ends with a nasty turret trap in the switch area, which is located at the bottom of the well in the tunnel.

Mission 4: L.A. RUMBLE

City streets beckon our hero in a simple yet satisfying scenario dubbed L.A. Rumble. Dispense RPG liberally throughout this mission, or suffer the long-distance attacks of a horde of foul foes. And don't forget to jump on the low ledge near the red screen to trigger the big shakedown.

There are a grand total of three secret places throughout L.A. Rumble, and none of them require an advanced degree to discover. The end-of-the-level switch, however, bears further explanation.

The first secret area lies beyond the weak wall near where you begin the game. The second is a small alcove revealed when you search beneath the knife in the room where you find the blue key. The third is a painting on the wall that conceals Devastator ammo near the mission's end.

To utilize the red key, press the partially concealed button on the desk in the same room where you find the key itself. The door that opens reveals a small room with the key lock and a teleporter to the end-of-level switch.

Mission 5: MOVIE SET

Another smallish installment in the land of Nukem, this mission nonetheless boasts a truly hairy monster ambush, some sneaky secrets, and even the switch to Episode 3's first Secret Level.

The first secret place is a vending machine that rises when you manipulate one of the cash registers in a nearby room. You have to 'roid up and run from the register to make it, but the stash of Healing Atoms is worth a few tries.

Behind the huge *Duke Nukem* billboard in the street outside is another secret place, as is the box full of drones that await your searching in the first room of the studio soundstage.

The final secret lies behind the huge Earth mural facing the spaceship. Jump up and through the wall to enter.

As promised, you can access the Secret Level, Tier Drops, through the Movie Set mission: Search the fin of the rocket ship to reveal the room with the switch.

SECRET LEVEL: TIER DROPS

Destined to become a Dukematch classic, Tier Drops is another perception puzzle, but this one at least gives you a fighting chance.

The level appears to be just a single square room with an outlying hallway, but as you enter each different side of the room, it is, in fact, a different locale. You can also drop through the motif-coded "wells" in the corners of the rooms to travel vertically between the four different battlezones.

There are four secret places in the mission: The large panels in the four corners of the hallway slide to reveal mega-goodies, in addition to those you find in the smaller adjacent closets.

MISSION 6: RABID TRANSIT

Duke's subway excursion is rapid as well as rabid, with one of the smallest encounter areas in the game. This mission also features some nasty monster traps, and one truly graphic room adjacent to a secret place.

The first two secrets lie in close proximity to the area where you first board the train. The Nukem poster there conceals one, while another is revealed when you hop on top of a magazine vending machine and then back down.

Running behind both trains as they circle the track, you'll quickly spy an obvious panel in the wall. Next to that is a weak spot which blows with secretive results.

In the area accessible by the blue key lock are two more secrets. Search the mailbox to reveal one, and search the wall near the entrance in the room where you pick up the red key to reveal another.

The final secret is in the large room with the pool of water and the bonded babe. Blowing the weak wall near the bookcases allows you to hop to the top of one bookcase, which in turn cause the adjacent one to lower. Major booty.

MISSION 7: FAHRENHEIT

Mission 7 is compact but chaotic, with far too many scumbags clamoring for your Dukehide. Approach each large area with caution, drawing your enemies out in waves, and you have a much better chance of keeping out of the collective crosshairs.

Two secret places are practically side by side in the PigCops' plush pad. The first is a picture which slides to reveal a Freezethrower (and a laser

turret!), while accessing the second requires that you shatter the swines' glassware. Once the bottles are blasted from the shelving, simply walk through to claim your prize.

Upstairs in the building beyond the yellow key lock, an obvious small room with the red key earns the secret place distinction for no good reason. Nearby, once you've concluded the interview in progress, you can pass through the red curtain for the mission's last bit of secretive fun.

Mission 8: Motel Hell

Preparatory to the final showdown, Motel Hell offers an amusing excursion through the battered world of Nukem, cleaning out the last of the filth that have definitely overstayed their welcome.

The sad remains of Indiana Jones hang nearby, and in the same vicinity is the switch to the final Secret Level: Freeway.

Three secret places make this a pretty straight forward trip.

The first is a hidden Holoduke, in an upstairs cabinet between the pool area and the elevator. In that same vicinity, a wall slides to reveal a hallway which you can use to explore the shark tank nearby.

In the area of the pool, hop through the waterfall and follow the cave to the mouth of yet another cave. The handprint on the wall nearby grants entrance to Indy's final resting place, which comes tumblin' down on an unwary Duke. Just outside that cave, concealed by the trees, is the switch to the Secret Level, Freeway.

SECRET LEVEL: FREEWAYS

The Freeways Secret Level is the oddball of the lot, at least as far as Episodes Two and Three are concerned. This is actually a "real" mission as opposed to some novelty perception gimmick taken to an extreme.

In addition to some grueling combat—underground with Recon vehicles, and in the street with Boss Monsters—there are five secret places.

When you've fought your way clear of the tunnel and underground area, check the windows along the walkway outside. One of them opens to reveal a secret room. The second secret actually connects to the first, though you have to travel the long way around and explore the street itself to be granted access. Check the windows nearest the blue key lock to venture inside.

The toppled building hides a slanted secret you can discover by dropping through a window, while the room with the blue key boasts a pair of surprises. Check the shelving at the back of the room to reveal a small

compartment, and blow open the nearby weak wall to enter the mission's final secret place.

Mission 9: Stadium

The final foray for the Dukester is a monster battle with the chief alien maggot, a scumbag cyclops with a nasty array of missile launchers for hands.

There are no official secrets here, but it's worth noting that blowing the blimp rains a ton of weapons and health boosts all over the field. Stay airborne as much as possible, run in 'roid mode when you need to touchdown for refills, and battle primarily with the RPG cannon. The fate of the world is in your capable hands, *Nukem*. Like a good game of Rollerball, there are no Time Outs and no Over Time. Simply, the last one standing wins.

THIS TOWN'S ONLY BIG ENOUGH FOR ONE DUKE

There's more than one way to kill a Duke, so it may not hurt to check out some of our most tested and favorite killer Dukematch tactics. Mix 'em, match 'em, come up with your own.

- ♣ Rely on the RPG. Its rockets track targets that are in contact with the ground. So, if an RPG rocket is headed your way, you might as well jump—and jumping sideways seems to be most effective. If you time your leap just right, the rocket will sail harmlessly past you. And while you're at it, if you can get close to your opponent, you can jump on his head. He'll think you vanished into thin air.
- ♣ Place pipebombs in elevators and BEHIND trash cans, ammo boxes, medkits, hololduke, etc., then lay in wait. When your enemy comes in to grab the goods, detonate. Nasty. Release your pipebombs while kneeling; otherwise, the bombs give away your devious plot with tell-tale clinks.

- ♣ Try stepping into a room or corridor and immediately snapping back. Due to the game's frame-rate, your opponent(s) may be duped into thinking that you've actually run through the open area (they may not have seen you leap back). If your opponent gives chase, he'll be chasing a phantom, and won't know what's hit him when you shoot him in the back.
- ♣ Think of teleporters as high-tech doorways. Send pipebombs, RPG rockets, and just about anything else through a teleport before you enter. You'll notice new teleporters and rooms in Dukematch play that aren't available in single player mode. These additional teleports create an artificially circular mission-scape. The reason? The multiple routes give you a slaying ground that's truly dynamic and replayable.
- ♣ Lay in wait. With 200 health and full armor, a RPG round won't kill you. So, get pumped up and hide in concealed places where other Dukes come to stock up on items or weapons. Once safely inside, crouch down (**[Z]** key) and wait. When your evil twin opens the panel, fire your RPG point blank. Surprise! The crouch somehow dampens the RPG blast, hence lessening the damage you'll take.
- ♣ Create Holoduke traps. To create an effective Holoduke trap, place him (and perhaps a pipebomb) in places where the real Duke would be standing, e.g. in an elevator, alcoves, windows, in front of monitors, dancers, door locks, and so on. The addition of the pipebomb can serve at least two purposes: killing a close-up adversary and making your opponent think he's killed you (or that you've killed yourself); that is, when you simultaneously detonate the pipebomb and turn off Holoduke. Remember, Holoduke is essentially static, and a lone Duke standing out in the open will smell like a trap to anyone with Dukematch experience.
- ♣ Turn out the lights. It seems rather obvious, but when you're deep in the shadows, other Dukes can't see you. This is especially true when your adversaries are in the spotlight.
- ♣ Be clever with your tripbomb placement. If you're going to mine doorways or teleporter exits, put them low to the ground. Also, fit them into small compartments (which hide a Healing Atom, for example) for particularly dastardly results. In short, the more creative you are

with this weapon, the more likely a human opponent will suffer the consequences.

RECOMMENDED SLAYING FIELDS

It seems that many *Duke Nukem 3D* missions were designed specifically with head-to-head play in mind. Our favorite missions tend to have tight layouts (meaning no wasted time looking for each other), to be completely circular in design, offer lots of height variables and hiding places, and/or have loony quirks that make for hours of deadly fun.

Episode 1: Mission 2	Red Light District
Episode 1: Mission 6	Launch Facility
Episode 2: Mission 4	Fusion Station
Episode 2: Mission 5	Occupied Territory
Episode 3: Mission 1	Raw Meat
Episode 3: Mission 8	Motel Hell
Episode 3: Mission 9	Stadium
Secret Mission: Spin Cycle	
Secret Mission: Tier Drops	
Deathmatch-Only Mission: Faces of Death (see below)	

FINALLY... A DUKEMATCH-ONLY MISSION: FACES OF DEATH

You can only access this mission in multiplayer mode. To peer into the faces of death (and get the joke), the Duke Master must select the first episode and then choose Mission 7.

The mission layout is designed to confuse you—and even after you've figured out the method to the madness, you still might be confused! There are myriad places to hide and even more outlets from which to turn tail and flee. Combine these features with an utterly circular design, and you've got a classic Dukematch mission in your cross-hairs. Knowing this mission's quirks puts you at a definite advantage, and here's the best we've found:

- ♣♣ The teleporters take you in one large circle. If you follow them in one direction, you will come to think of them as doorways (next to the open doors in the big rooms) that take you to a side room en route to the next big room. Fire a RPG round through the center of a teleport and watch it fly almost endlessly around the level. Weird and deadly.
- ♣♣ The streams of ceiling-to-floor electricity won't harm you.
- ♣♣ Activate all the iris buttons (so that they're open) to reveal a stash of weapons in the center of the lower level, on a ledge across from the floating girlie platform. You'll know it when you see it.
- ♣♣ You will take damage in the water tanks through the forcefields. In other words, they make terrible hiding places—unless you happen to be Holoduke.

As for secret places, there are two. On either side of the lava wave room (the center of the lower level), you should see a cache of ammo bobbing on the surface of the lava. Time your run so that you don't get squished, and slog *through* the supplies (automatically grabbing them as you go). In other words, don't stop to sightsee. Done properly, you wind up on one of two hidden (and secret) ledges. Both offer a great sniping point and an ever-welcome Healing Atom.



CHAPTER

Heretic

Publisher: id Software
Developer: Raven
Release Date: 1994
Overall Rating: ★★

Check this out:
Check out these INTERNET
addresses for more info:
www.idsoftware.com
www.gamespot.com
www.scruznet.com.

ENTER THE DARKNESS

Heretic, for all its medieval texturing, is at heart one of the purest *DOOM* clones. This is not terribly shocking, or even a bad thing, but that realization certainly occurs to any *DOOM* alumnus sometime during the first level of the game. Either you'll find yourself excited by the new environment—with familiar controls and methods of combat—or you'll long to strap on a BFG and be done with it.

The progression of weapons afforded your character is roughly in accordance with the toughness of your enemies, though your firepower sometimes seems to outstrip the opposition—rarely the case with the higher difficulty levels of *DOOM*.

And unlike *DOOM*, the fact that you collect the most coveted power-ups into your inventory, as opposed to activating them upon contact, means that you can stockpile them for big battles. The huge tactical advantage gained in this regard takes much of the desperation out of the nastiest *Heretic* confrontations. The flip side, of course, is that you're not getting whacked twenty times a level, and that makes for a more relaxed sense of exploration.

THE TOP FIVE STRATEGIES FOR HERETIC

It could be argued that *Heretic* offers a wider variety of strategic options than *DOOM* based on the somewhat subtler nature of the gameplay components, but that really isn't saying a whole lot. In addition to the basic tactics in Chapter 1, consider these pearls of wisdom when hacking through *Heretic*.

- ♣ The introduction of an inventory for non-weapon items means that you can stockpile power-ups for the big battles. Do so, and manage your resources wisely.
- ♣ When you travel between missions, you keep one of each item in your current inventory, and always lose any Wings of Wrath. For that reason, use any health power-ups you're going to lose anyway, and go ahead and do a little exploring if you have unused Wings.
- ♣ You'll find that the Shadowsphere is almost as good as the Ring of Invulnerability when it comes to combat applications. You won't be able to stand and slug it out with impunity, but enemies will have a nearly impossible time targeting you as long as you keep a reasonable distance from them.
- ♣ When you've activated a Ring of Invulnerability, you can use yourself as bait. Once you've drawn a crowd of monsters, toggle up the Time Bomb of the Ancients in your inventory, and you can hammer any monster inside the blast radius while taking zero damage yourself.

- ♣ Don't overlook the Chaos Device as a kind of "Panic Button." Not only will it zap you out of harm's way, but since you arrived at the beginning of the mission, there's usually health power-ups nearby—unless, of course, you began the mission barely alive, and gobbled up everything nearby as your first order of business.

TOOLS FOR HERESY

It's easy to see analogies between the *Heretic* weapons and the implements of *DOOM*—though more so for the incremental increase in power that each new weapon provides than for any directly comparable features. As you become comfortable with the arsenal at your disposal, and notice at what rate a particular level is offering up ammo, selecting the proper tool for the job at hand becomes far from mysterious.

Do note that some weapons have specific variations in capabilities when used in conjunction with a Tome of Power, which is how most of the major *Heretic* battles should be fought.

STAFF OR GAUNTLETS

Best Used Against: Use as a last resort.

The Staff is the lowest-rung weapon available to the *Heretic*, so puny that you even begin the game with your second weapon, the Elvinwand. When you find the Gauntlets, they replace the Staff as the first-key option, but that's still not much of a choice. Use your Staff to poke things desperately if it comes to that. Use the Gauntlets to shock things just enough to make them angry. Note that when used with a Tome of Power, the Gauntlets bestow the user with half of all damage inflicted on opponents, and draw the opponent closer to the player. Great.

ELVINWAND

Best Used Against: Gargoyles and Golems.

The Elvinwand pales next to the other *Heretic* weapons, with the exception of the Staff and Gauntlets, but at least it has a significant ranged attack, and ammo is plentiful. Even after you begin to pick up stronger firepower,

you'll occasionally want to thin out a crowd with the Elvinwand, just because you can. You might as well conserve as much as possible when it comes to rarer ammo.

ETHEREAL CROSSBOW

Best Used Against: Golems, Undead Warriors, Sabreclaws.

The Ethereal Crossbow is a relatively common occurrence in *Heretic*, and arrows are likewise prevalent. By the third level of the game, the Crossbow becomes the general-use weapon, replacing the Elvinwand as ammo, for the bow becomes quite common. Used in conjunction with a Tome of Power, the Ethereal Crossbow becomes a formidable force for cleaning out large groups of lesser monsters, firing five arrows simultaneously.

DRAGON'S CLAW

Best Used Against: Undead Warriors, Sabreclaws, Disciples of D'Sparil.

The Dragon's Claw is the first weapon acquired in *Heretic* that feels like a significant power upgrade, quickly and effectively belching balls of hostile energy. At first, you'll want to be conservative with the ammo you find. You'll feel the need for added firepower at the end of the levels where the Dragon's Claw first starts to appear. As tougher monsters start to show up in larger bunches, you'll begin to lean on the Claw more and more; luckily, the supply of ammo almost keeps pace. When enhanced by a Tome of Power, the Dragon's Claw gains a secondary attack effect, cutting a wide swath of death in addition to the central energy burst.

HELLSTAFF

Best Used Against: Disciples of D'Sparil, Weredragons, Ophidians.

The Hellstaff is a suped-up version of the Dragon's Claw, providing more damage per attack as the monsters you meet begin to demand harsher action. The Tome of Power causes the wicked wand to deliver a secondary attack in addition to significantly upping the usual pain inflicted, as a rancid red rain sears the flesh of your enemies. Note that the Hellstaff does only minimal damage to Maulotaur, as well as to D'Sparil and his Beast.

PHOENIX ROD

Best Used Against: Ophidians, Boss Monsters.

The fearsome Phoenix Rod is an impressive weapon to wield, dealing out huge chunks of damage that's best reserved for the scariest monsters and the hairiest situations. Because of its capability to do a high amount of damage based purely on the primary attack—as opposed to other weapons that do a significant amount of damage as collateral or blast-radius effects—the Phoenix Rod is the weapon of choice versus Maulotaurs, who sustain no collateral damage. When enhanced by the Tome of Power, the Phoenix Rod unleashes a terrible flame-thrower of death, lasting ten seconds or until the player releases the fire button.

FIRE MACE

Best Used Against: Iron Liches, groups of monsters.

Here's Mace in yer face. The high-end *Heretic* weapon, the Fire Mace, is an impressive orgy of destruction, hammering your opponent with a shower of steel balls. Mix the Mace with a Tome of Power, and the weapon unleashes a huge bouncing ball of death, which crushes instantly all opposition except the Boss Monsters. The problem with the Fire Mace is that it doesn't do nearly the amount of damage it should against the Maulotaurs or against D'Sparil and his Beast. You're much better off to use the Mace to clear out the attendant riffraff, and switch to the Phoenix Rod for the final confrontation.

Ammunition

As you wander through the world, ammo for your various weapons lies strewn about, but always in specific amounts. Run over the top of an ammo charge to increase your supply by the following amounts:

Elvinwand	10 per Wand Crystal, 50 per Crystal Geode
Ethereal Crossbow	5 per bunch, 20 per quiver
Dragon's Claw	10 per Claw Orb, 25 per Energy Orb
Hellstaff	20 per Lesser Rune, 100 per Greater Rune
Phoenix Rod	1 per Flame Orb, 10 per Inferno Orb
Fire Mace	20 per small pile, 100 per large pile

USING THE HERETIC'S WEAPONS

To use a weapon in *Heretic*, simply select it from among the list of lit numbers on your menu. Once a weapon has been found, the corresponding number slot on the menu lights up for your convenience, as follows:

Key	Weapon
1	Staff or Gauntlets
2	Elvinwand
3	Ethereal Crossbow
4	Dragon's Claw
5	Hellstaff
6	Phoenix Rod
7	Fire Mace

TAKING INVENTORY

One of the primary differences between *Heretic* and the *DOOM* games is the inclusion of an inventory for many non-weapon items. Note that between levels, only one of any item can be carried forward, and the Wings of Wrath are always removed. For that reason, it often makes sense to use an item, especially a health boost, before completing a level. To use an item from your inventory, scroll using the or key, then use to select an item and again to use it.

TO YOUR HEALTH, HERETIC!

The healing benefits to be found in *Heretic*'s dungeons come in a few simple types. As you would expect, the more beneficial a health boost is, the less your chance of finding one. Note that all of these types are duplicated in *Heretic*.

CRYSTAL VIAL

The common Crystal Vial restores a whopping 10 points to the player's health. Vials literally litter the landscape, and the ten points is instantly credited to your health total upon contact. Thus, you can utilize Vials easily during combat by incorporating them into your evasive maneuvers.

QUARTZ FLASK

Quartz Flasks add 25 points to a player's health, and are acquired into the inventory. If you acquire a Quartz Flask following a fight, you're almost always better off to hang onto it, even if you're hurting, in the hopes of finding some Vials prior to the next confrontation.

MYSTIC URN

The mighty Mystic Urn, rarest of the health boosts, is acquired into the inventory and restores a player to full health when activated. Treat these beauties as your ace in the proverbial hole, and use them only when you've exhausted all other options.

LAST, BUT NOT LEAST

In addition to weapons and health boosts, there are, of course, a number of other goodies awaiting discovery along the Heretic's path. With just a few exceptions, all are acquired into the player's inventory. The few asterisked items also appear in the *Heretic* sequel, *Hexen*.

TORCH⁺

The common means of casting light in a darkened area, Torches, can also be useful for detection and combat with ghostly enemies.

SHIELD

The common Shield increases a player's armor rating to 100 points upon contact.

ENCHANTED SHIELD

The rare Enchanted Shield increases your armor total to 200 points upon contact.

MAP SCROLL

Map Scrolls can be found on many of the levels in *Heretic*, and provide a valuable aid to adventuring, especially concerning the detection of secretive areas. Scrolls are acquired into the inventory, and are the game's only reusable non-weapon items. Of course, they vanish between levels.

BAG OF HOLDING

A Bag of Holding is a find indeed, automatically allowing the player to carry double the usual ammo capacity.

SHADOWSPHERE

When activated from your inventory, a Shadowsphere bestows partial invisibility upon the player, making it practically impossible for enemies to strike you in combat.

TOME OF POWER

Tyketto's Tome of Power turns your weapon of choice into a super implement of destruction. Activate the Tome from your inventory prior to large battles, and you can usually lay waste to everything before the duration of the Tome expires.

RING OF INVULNERABILITY

Valador's Ring of Invulnerability is just that—a means by which the player can be impervious to harm, if only for a short period of time. Just as the Tome of Power is the ultimate offensive enhancement, the Ring of Invulnerability is

the obvious best defense. When fighting particularly deadly monsters or large groups of foes, activating a Ring is often the only hope of survival.

WINGS OF WRATH⁺

Inhilicon's Wings of Wrath allow the player to take flight for a short duration, either to access a place beyond normal reach or gain a tactical advantage during combat. Once the Wings are activated from the inventory, they can't be "turned off," and the effect concludes after the given time interval. As detailed in the nearby sidebar, the Wings have an intended offensive counterpart in the Time Bomb of the Ancients.

TIME BOMB OF THE ANCIENTS

Delmintalitar's Time Bomb of the Ancients is an hourglass-shaped device that explodes one second after the player activates it from the inventory, effectively dropping it on the ground. The short fuse means it has a limited number of possible applications, though its primary function becomes apparent when used in conjunction with the Wings of Wrath (see nearby sidebar, "Raining Death from Above"). Short of dropping it on someone, the safest way to use a Time Bomb is in conjunction with a Ring of Invulnerability.

RAINING DEATH FROM ABOVE

Combining the effects of the Wings of Wrath and the Time Bomb of the Ancients is one of the most obvious offensive tactics in *Heretic*. The short fuse of the Bombs makes them perfect for dropping while in flight. Otherwise, it's hard for the player to avoid taking damage from the detonation.

In large areas, where you battle both ground-based and flying adversaries, you can wreak serious havoc by fighting with your main weapon against those who become airborne, and pummeling the gathering crowd below you with Time Bombs. Simply select the Bombs in your inventory, and drop them during combat using the **[Enter]** key.

CHAOS DEVICE⁺

Drachala's Chaos Device, when selected and used from the inventory, instantly teleports the player back to the beginning of the level. Only rarely does it serve any purpose at all. Perhaps in those situations where you realize

you've done something important, failed to save the game, and then blundered into a deadly trap—at least you can, in effect, hit the panic button.

MORPH OVUM

Torplo's Morph Ovum, when selected and used from your inventory, attaches to your current weapon and discharges upon your hapless foe, instantly transforming the transgressor into a helpless servant of Colonel Sanders. Eventually, the affected enemy regains full stature, though its pecking will probably provoke you to action before the magic wears off.

PODS OF THE GODS

In addition to all the wonderful things the *Heretic* can make proper use of, the Gas Pod stands alone as a completely unique source of irritation. The Pods will explode if treated harshly, usually in a chain reaction that always seems to hurt you more than anyone else in the neighborhood. If the Pods are regenerating and getting in your way, notice that you can herd them wherever you wish by pushing them along.

FOES OF THE HERETIC

The denizens of the *Heretic* realm are a surly lot, hell-bent on making what little life you have left as miserable as possible. A few tactical notes, however, can make their job a lot harder, and make your own survival that much easier. Foremost, realize that monsters can be provoked into fighting one another a la *DOOM*. It doesn't seem to happen quite as easily, but by stirring up a crowd, you can usually get a little help from those assembled in bashing on their brethren.

GARGOYLES

Best Killed With: Elvinwand, Ethereal Crossbow.

The Gargoyles of *Heretic* come in two types: standard and fireballing. The ones with a ranged attack are obviously far more dangerous, but both types can close the gap quickly and claw you for significant damage. Dispatch them from a distance, and always proceed with caution into an area where you can't see all the way to the ceiling.

GOLEMS

Best Killed With: Elvinwand, Ethereal Crossbow.

Like the Gargoyles, Golems come in both regular and incendiary varieties. Without their flaming head projectiles, Golems are a nuisance but nothing more, lacking any other ranged attack. When those heads start belching, you'll have to begin treating them with more respect. When they show up in conjunction with other monsters, take advantage of the Golem's relatively limited movement to evade (slow, grounded) while you deal with larger threats.

UNDEAD WARRIORS

Best Killed With: Ethereal Crossbow, Dragon's Claw.

Undead Warriors come in two varieties, one significantly more damaging than the other. Most of them that you'll encounter, especially early in the game, are standard ax-hurling bad guys that can be dealt with easily from a distance. The other type are Ghost Warriors, which toss fearsome red axes capable of doing serious damage. Occasionally, a standard Undead Warrior hurls a red ax, but that's nothing like the relentless assault of the Ghost Warrior. Use the Dragon's Claw to hammer away from a distance, and don't be shy about activating a Tome of Power if you need to thin out a crowd quickly.

SABRECLAWS

Best Killed With: Ethereal Crossbow, Dragon's Claw.

The Sabreclaws are fleet of foot and fast on the attack, but not very tough. As long as you can kill them from a distance, they'll never lay a paw on you. If they should surround you, however, you'll be ribbons in less time than it takes to tell. Should they close the gap, open it back up again before you turn and engage. You can't fight these guys toe-to-toe.

WEREDRAGONS

Best Killed With: Ethereal Crossbow, Dragon's Claw.

The loathsome Weredragon is a suped-up Sabreclaw, though not quite as quick. A nasty fireball attack and a tough hide make this a very taxing

opponent, and groups of them almost always require a Tome of Power and a Dragon's Claw to ensure victory.

OPHIDIANS

Best Killed With: Hellstaff, Phoenix Rod.

Ophidians are slithering serpents which inhabit the deepest holes of the *Heretic* dungeons, though of course they never seem content to stay there. A nasty ranged attack and legendary toughness mean that you have to pay particular attention to defense as well as offense, evading damage while you inflict it.

DISCIPLES OF D'SPARIL

Best Killed With: Ethereal Crossbow, Dragon's Claw, Hellstaff.

The spellcasting Disciples of D'Sparil make for formidable foes, firing off triple blasts of purple energy that strike for significant damage. Often, it's possible to play cat-and-mouse with a few Disciples from a distance, though any more than a few and it starts to get harder to avoid the return fire. For those larger groups, a Tome of Power and perhaps even a Ring of Invulnerability provide the quickest, easiest method of eradication.

THE WORST OF THE WORST

In addition to the throngs of lesser evils that patrol the *Heretic* world, there are some major monsters you'll get to meet up close and personal. In all cases, break out the Tomes and Rings. These are the foes that warrant the use of every trick in your bag.

IRON LICHES

Best Killed With: Dragon's Claw, Hellstaff, Fire Mace.

The Iron Liches are floating heads of death that make their first appearance at the end of Episode 1, and thereafter show up at crucial junctures with depressing regularity.

Liches have several attack modes in addition to standard melee, and all of them hit for big damage. The monsters are capable of firing both fire-and-ice-based attacks, and also evoking a fearsome wind storm, which sucks in the player and does constant damage until you can break free.

Liches can't fly, and occasionally it's possible to take advantage of that fact. They are also relatively slow, so sometimes you can evade them in a larger area. If you have neither a Tome of Power nor a Ring of Invulnerability, your best bet is to play hit-and-run, and do your hitting from a distance.

MAULOTAURS

Best Killed With: Phoenix Rod.

Maulotaurs came here to kick your butt, Heretic. The Boss Monsters of Hell's Maw present the most formidable challenge for the Heretic up to that point—and, it might be argued, the toughest challenge, period. At least with D'Sparil, you only have a single target to worry about.

The key to beating the Maulotaurs is to remain evasive, and select the Phoenix Rod as your weapon. Maulotaurs take no blast-radius damage, so other weapons with less concentrated bursts are a waste of time. At least with the Rod, if you score a hit, you know you did some damage.

Also, if at all possible, try to incite the Maulotaurs into fighting with other monsters in the area. The Maulotaurs will always win a battle with their evil peers, but at least the locals might soften them up some for you.

Finally, if at all possible, single out one Maulotaur to take the brunt of your attacks, until death do you part. In that way, you get the most benefit from the damage you dish out and withstand less punishment as each beast falls victim to your specific assault.

D'SPARIL AND HIS BEAST

Best Killed With: Phoenix Rod.

The final battle for the Heretic, confronting D'Sparil and the hideous Beast he rides, can be a serious serving of grief.

Knocking the Beast out from under D'Sparil is a trick unto itself, as both Beast and Master feature attacks that can suck your health down to zero faster than you can scream for mercy. And as D'Sparil begins to pepper you with projectiles, you'll notice that the purple ones spawn Disciples if they fail to sear your flesh directly.

You simply must have a Ring of Invulnerability and at least one Tome of Power to have any hope against these guys. Even if you don't kill them during the duration of the magic, you can at least take them down a notch without having to worry about defense.

Notice that the Phoenix Rod remains the weapon of choice here. A super-charged Fire Mace has no effect on the disgusting duo, so don't waste a lot of time rolling that big ball around.

CHEAT CODES

Typing certain code words in *Heretic* give the gamer cheats to play with. Though we maintain that any game requiring a cheat to win isn't very well thought out, codes can nonetheless add to the experience if applied with discretion. They also allow you to pursue options within the game before you risk the Heretic's life. And sometimes it's just cool to be God. Unless noted, codes are typed in while the game is in play.

Code	What It Does
Heretic -ravpic	Entering this code, which includes a space after the word "Heretic," allows the player to take screen captures wit in the game. The code must be entered at the same time the game is launched.
Quicken	God Mode
Ravmap	Shows Entire Map
Engage-	Warp to Episode(E), Mission(M)
Rambo	Gives All Weapons
Kitty	Toggles Clipping
Skel	Gives All Keys
Noise	Debugs Sound

Code	What It Does
Shazam	Toggles Power Mode
Massacre	Kills All Monsters
Ponce	Maximum Health
Cockadoodledoo	Toggles Chicken Mode
Ticker	Displays Frame Rate
Gimme[A-J][1-9]	Gives Items
-	A: Ring of Invulnerability
-	B: Shadowsphere
-	C: Quartz Flask
-	D: Mystic Urn
-	E: Tome of Power
-	F: Torch
-	G: Time Bomb
-	H: Morph Ovum
-	I: Wings of Wrath
-	J: Chaos Device

Note that the letter code is followed by a number from 1-9, denoting how many of the items the player would like to receive. Thus, gimmed2 would bestow two Mystic Urns. Typing gimmez0 gives the player five of all items.

† THE SECRETS OF HERETIC

Throughout the five Episodes of *Heretic*, many of the best items are concealed, or at the least accessible only through careful thought and introspection... Yeah, that or you could read the following synopsis:

EPISODE 1: CITY OF THE DAMPED

The nine levels in City of the Damped begin slowly, as you test your mettle and learn the proper usage of your arsenal. There's always a Tome of Power

nearby, and usually a Ring of Invulnerability, so you should be able to breeze quite a ways into the game with minimal sweat.

Mission 1: THE DOCKS

Look behind the barrels in the room where the mission begins, searching the lit section of wall. Inside a small room is a Shield guarded by a Gargoyle.

Beyond the yellow door, where the hallway turns to the north, searching one of the walls at the intersection reveals a pair of Gauntlets.

Also, in the area beyond the yellow door where you'll find a large sealed portal, circle around and throw the switch in the hallway above to gain entrance. The switch also opens another door nearby which concealed a teleporter.

Mission 2: THE DUNGEONS

Traversing the hallway with three doors—one after the other—stop before opening the final door and search the wall to your right to discover a handy secret passage.

Throwing the switch in the room with seven pillars opens a door near the yellow key, accessing a wide staircase full of trouble. Surviving until the bottom nets you a Dragon's Claw.

In the room behind the yellow door, check the darkened area of the wall to discover far too many Gargoyles and a Shadowsphere. Also, check the rear wall of the small room full of Undead Warriors for a secret door, leading to a Map Scroll. You'll be ambushed on your return trip, after which you can check the wall of the hallway nearby for yet another concealed entrance.

On the wide, curving stairs, search the right-hand wall where the stairs begin to turn to the right, and a secret door opens leading to Wings of Wrath. Following the larger staircase to its end, you'll find prizes you can reach with the help of those Wings, or simply walk to the very end of the narrow stairs to activate a lift built for that purpose. Activation of the lift also lowers a platform behind the yellow door.

To the east of the area where you make a grab for the blue key, you'll find a Bag of Holding where the Undead Warriors hid, and a secret door near the bag leading to a well-stocked hallway.

Mission 3: THE GATEHOUSE

When you acquire the yellow key, a platform with a Shield lowers near where you began the mission. Behind the Shield is a switch, which opens a room with a teleporter between the two halves of the large courtyard. That teleporter takes you to one half of the upper ledge, and another teleportation room will open across from the first when you jump down. Don't forget to jump from the ledge into the small pool to claim the Dragon's Claw.

Cresting the steps beyond the Yellow Door opens a door in a nearby room, which you can see through a window. Double back to reach the room, and throw the switch inside to access a staircase and, ultimately, a windy lake shore.

Mission 4: THE GUARD TOWER

About 10 feet away from your beginning position, a false wall conceals a Tome of Power. Also nearby, search the ledge that encircles the lake to the south of your starting point, and you'll discover a secret door. Behind it, a Golem guards a Quartz Flask. At the end of that hallway, another secret door reveals a teleporter that will jump you to the other side of the level for fun and prizes.

Near the tower itself, a ledge outside leads to a small room housing Undead Warriors and a Shadowsphere. To access the room, jump from the ledge and then enter the tower via the stairway to the north. Grab the green key while you're at it, then check to see that the previously mentioned door is now open.

This mission features the first noteworthy ending battle, as several Disciples of D'Sparil guard the exit switch. The large open area gives them an advantage, so don't be afraid to dip into the inventory for an equalizer or two. One final Disciple waits in the last room, pretty much begging to be Morphed into submission.

Mission 5: THE CITADEL

As the mission begins, enter the building nearest you via the northernmost staircase. At the top of the stairs, search the wall to the right to reveal a secret door. To reach the yellow key in this building, you must jump to the nearby ledge.

To access the upper ledges, jump in the teleporter you can see through one of the buildings windows. Each of the teleporters near where you arrive deposit you in a rushing stream surrounded by Disciples, so you might want to power up before taking the second leg of your journey. Step quickly to one side of the stream, or you'll be carried over a small waterfall. Over the

falls is a pair of Wings, guarded in a very small area by an Undead Warrior. If you don't see him when you land, it's because he's clawing at your back. Try to back into the small alcove here, or the wind pushes you into a teleporter before you can grab the Wings.

In the building in the northwest quadrant, a switch in a darkened area lowers a lift outside, leading to a Morph Ovum, as well as the ledge along the top of the building.

Among the structures to the northeast, a stairway rises alongside a ledge, which you can hop on. Following the ledge leads to a small deck within jumping distance, and from that small deck, you can jump to another ledge. In that direction are a ton of Time Bombs, as well as a Ring of Invulnerability.

The final room of The Citadel is no great trick, though the switch that opens the door is slightly concealed to the left of the door near the floor, as you face the exit room. Use the Wings in the final room to clean the windowsills before departing.

Mission 6: THE CATHEDRAL

As the level begins, in the wall nearby is a hidden alcove holding Gauntlets. Venturing inside to claim your prize opens another small chamber nearby, so be ready for the Nitrogolem therein.

Once you've cleared the large darkened chamber with the four moving pillars, climb the steps to the large portal and work your way along the ledge to the right. The north wall has a false section, through which enemies have no doubt been pegging you. When you emerge from the room, turn right and search the small alcove for a secret door leading to a Map Scroll and a tunnel.

Finally, on the side of the large room opposite the large false wall, is another secret entrance leading to a hallway. Just inside the entrance on your left is a secret door concealing a teleporter. Taking the trip deposits you back at the level's beginning.

The graveyard area, as you might expect, is full of secrets, beginning with the secret door on the west side of the central building. Inside the building, searching a lit corner reveals goodies that include the switch accessing the green door and a teleporter. The trip nets you a Tome of Power. Outside the building, in the wall near the northwest corner, is a secret door with another teleportation pad, this one venturing you to claim a mighty Morph Ovum.

Once behind the green door, you'll eventually find yourself on a ledge overlooking the room with the yellow door, and a switch nearby. Throw the

switch to reveal another switch in the large room with the yellow door. That second switch raises the cover on the central tomb, revealing the exit teleporter. Before you go, however, realize that jumping into the yellow door room from the ledge where you threw that first switch opened a wall panel back behind the green door. Circle around, as if you were headed back to the ledge, and you'll come upon the room.

In addition to the Disciples and prizes, the room holds yet another switch, this one opening the large steel door down the stairs. Inside is the teleporter to the Secret Level: The Graveyard.

SECRET LEVEL (MISSION 9): THE GRAVEYARD

The Secret Level has few secrets. It's basically a mob scene of lesser evils, so avoid rushing around, or you'll have several encounter areas worth of trouble chasing you around.

At the east end of the room where you acquire the yellow key is a secret door concealing a Bag of Holding, and behind the blue key itself, there's a secretive entrance to a room with Wings and other loot.

MISSION 7: THE CRYPTS

The Crypts is one of the coolest missions of Episode 1, with large areas to explore, but plenty of detail in the way of design and secrets.

Through the crusher, step into the small alcove to your left and a wall slides open, revealing a room which it behooves you to clear before advancing further into the dungeon.

In the room where the sludge stream flows through the tower, leave the tower via the ledge to the west and angle south, collecting prizes. After crossing back through the room, look to your right for a secret door, leading to a room and still more ledge work. When you exit the final room back onto the ledge, jump off into the slime pit to the south, and you'll find a door accessing stairs and then a Tome of Power. If you hop down into the slime after getting the Tome, you'll discover a switch activating a nearby lift for your convenience.

To the north of that same tower is a hallway leading up to a Shadowsphere, and if you hurry up the stairs, you'll be able to catch a lift activated when you begin to ascend. From there, you can take a teleporter back across the level to a ledge with Undead Warriors, but also a Quartz Flask and a Tome of Power.

In order to lower the blue key, look for a secret door in the southwest corner of the room leading to a switch. Once you've claimed the blue key, a

door opens near the yellow door leading to a few goodies, as well as a teleporter back to that slime tower.

Before you use the exit door, stand on the coffin nearby and open a passage heading south for one last battle, and a handful of treasure. Take careful stock of your inventory before venturing to the conclusion of Episode 1: Hell's Maw.

Mission 8: HELL'S MAW

Hell's Maw is basically two huge encounter areas separated by a nasty trap. In the two large battles, try to ease your way in so that your not fighting everyone simultaneously. Then, when things start to get out of control, activate your magic and get busy.

In the room full of Gas Pods, be ready for the walls to drop and unload a major ambush. Don't be caught tiptoeing through the foliage. In the four corners of that room are secret doors, one of which will net you a Ring.

When you battle the Iron Liches, remember that an empowered Iron Mace is ineffective, though the non-sup-ed-up version can be quite deadly. Lead with a sup-ed-up version of the Hellstaff, and whip out the Mace if you're unable to kill all three hideous heads before the Tome expires.

Even after you defeat all the monsters in the Lich room, you have another hoard between you and the exit switch, so don't blow all you tricks at once. You will be able to soften up the final crowd, and then harvest a considerable stash to help finish the job. Just be sure to not save the game with your life hanging by a thread as soon as the Liches are history, or you might get into trouble.

EPISODE 2: HELL'S MAW

With the Iron Liches dispatched and the City of the Damned in ruins, it's time for the Heretic to stride into the gaping gore of Hell's Maw, and an increasingly deadly series of confrontations.

At the end of it all is a battle unlike any that has come before, as a herd of Maulotaurs bars your path at the episode's end.

With the increasing ferocity of the fighting, it becomes more and more important to think of defensive positions you can fall back to as you enter each new encounter area. Low hallways and advantageous niches become as much considerations of the fray as the more tangible elements.

Mission 1: THE CRATER

In the large room where you acquire the yellow key, face the door through which you just entered, and search the wall to its left. Inside the secret room is a Tome of Power, among other goodies.

The room where you pick up the green key features a small hidden room, and exploring near the green key opens two other doors nearby. Search the wall to the right of the green key to find the small room with a Mystic Urn, then traverse the walkway through the slime. Now backtrack to near where you entered the room, and check behind the pillar for an opened door. Through that door, in the adjoining large chamber, another room has also been opened that contains a Hellstaff.

Mission 2: THE LAVA PITS

Explore the room with the lava river and the wedge-shaped lifters completely. You can ride the lifts to an upper area and collect treasure, then jump down to open a nearby door in the darkened area. If you ride the lava river down below, you'll land in a fight for your life, as well as for several other valuable prizes. You'll have to use the Wings below to make good your escape, but doing so also gives you the chance to blast through some window slits that would not otherwise be worth targeting.

Following the large staircase near the green door brings you to a room with interesting lighting effects—and also a secret door on the wall to your right as you enter. Inside is a Hellstaff. Continuing from the large room on another stairway, the Heretic enters another chamber with another secret door. This time, it's to your left as you enter, concealed behind a tapestry, and well worth the effort.

The same switch that raises the exit platform also opens a door in the wall nearby. Inside, Weredragons guard a Claw Orb and a Bag of Holding, as well as a teleporter that takes you to the top of that structure in the river of fire room. Your exploration also opens another door, this one near the lava lake adjacent to the green-key building. Inside that area is an Iron Lich, protecting an Enchanted Shield and a Mystic Urn.

Mission 3: RIVER OF FIRE

The River of Fire Mission is a battlezone barren of secrets. Don't waste a lot of time patrolling the river area. There are no hidden doors or any such thing—just the obvious low dark cavern that you have to sprint in and out of while your feet feel the heat.

Note that the switch in the largest room gives access to two hallways right nearby, one leading to the yellow key. To lower the barrier to the blue

key, throw the switch behind the Tome of Power in the long hallway running east-west behind the green doors. The switch behind the blue key drops two barriers nearer the river, allowing you to make off with a Phoenix Rod and a Mystic Urn.

MISSION 4: THE ICE GROTT

While trading projectiles with the overhead Disciples in the large starting area, be sure to run into the low, dark niche and claim the stash. Venturing inside provides access to a Tome of Power later on.

The Ice Grotto comes complete with the entrance to Episode 2's Secret Level, and if we didn't tell you, it would probably remain a secret.

When you pick up the blue key, the door opens to the building holding the Wings of Wrath (immediately to the north). Open the blue door, go about five steps down the hallway, then double back and grab the Wings. When you pick them up, a door opens nearby revealing a teleporter.

The ride drops you above the huge lava and ice area, at which time you should hop down and go through the yellow door. Notice that the large door in the room is now open, leading to a short hallway and the Secret Level teleporter.

SECRET LEVEL (MISSION 9): THE GLACIER

From your starting point, walk down the three sections of stairs. Then double back up two of them to pick up a newly revealed Bag of Holding, among other items of interest.

In the room with the glacier, approach the large stained-glass window on the right. All the windows open to bestow a sizable stash, along with emitting several Disciples of D'Sparil. You can also run off the large ice block to the southwest, and land on the windowsill there. Inside is an Iron Lich, as well as Greater Ruins.

When you've claimed the yellow key, don't immediately hop into the nearby teleporter. Instead, jump down and take one of the passageways on the north wall. Throw the switch therein, and access the stairs to find another teleporter, leading to fabulous prizes and a jump pad back to the starting area.

Behind the green door, walk to the southernmost end of the hallway, then to the end of the short hallway running west. On the west wall, near the step, is a secret door that conceals a Ring of Invulnerability. Keep following this twisting collection of hallways and chambers until it deadends at an Urn. Once you've collected the Urn, search the northern wall for a room holding a Hellstaff.

In the lava pool room, search the right-hand wall at the opposite end of the room from where you acquire the blue key. Search between the mounted skulls, and you'll find a secret door with a teleporter. The small room you arrive in has two secret doors, one leading to a Phoenix Rod and the other accessing the glacier room. There's also a teleporter that takes you back to the blue-key room, where you emerge from the antechamber on the other side of the room. In Deathmatch, you'll also pick up a Tome at your point of arrival.

Finally, note that entering the room with the level-ending switch opens a secret door nearby, exposing a room crowded with Disciples and also containing a pair of teleporters. As you enter, the one on the right takes you to a small room with a Map Scroll and other supplies, while the left-hand one accesses an area near the blue-key room with more Disciples and major health boosts.

Mission 5: THE CATACOMBS

In the area where the mission begins, look for a Dragon's Claw just to the right of the steps leading up into the big structure. You have to hop down to get to it.

Just past the green door, search the picture in the hallway with the flickering light, and you'll open a small secret room with an Inferno Orb. Stepping inside opens the other nearby niches, resulting in a major battle and netting you plenty of prizes.

In the room just past the previous encounter area, search at the base of the steps on the left to find a secret door concealing a teleporter. The pad takes you to Phoenix Rod and an Enchanted Shield. Behind the shield is a secret door leading to still more goodies, though you may have previously pillaged this room from the other side. Throw the switch on the wall to make good your escape.

Once you've acquired the blue key, you can hop across to the nearby room and pick up some Wings and ammo. From there, hop down into the slime and sprint south through an opening at floor level, there to do battle for big booty. Note that there's a Ring among the treasure items, in case you want to use one to traverse the slime and slay your foes with impunity.

Throwing a switch behind the yellow door opens the portal across the flowing river. Exploring in that direction, you'll find another room where the river flows under a wall. Once that room is cleared, entering the nearby alcove raises the wall, and you can continue downstream.

The river soon empties into a room with an Iron Lich, but right before it does, there's a switch on the wall you can throw. The switch lowers tele-

porters in the room ahead, which take you to an area where you can eventually lay hands on Mace Spheres and a Tome. Also notice that in the room with the Lich, you can fly to an upper area on the left as you enter, for fun and prizes.

MISSION 6: THE LABYRINTH

In general, be sure to explore the maze thoroughly and carefully, after first circling the structure to draw out any riffraff that might take the invitation. The inner structure of the maze makes it very difficult to fight large numbers of foes inside, so any business you can take care of beforehand is to your benefit. Enter each of the various avenues to the maze, as some provide unique access.

When you cross the thresholds in the corners of the room housing the maze, notice that each picture slides to reveal a prize. Also note that the large picture in the hallway east of the maze is, in fact, a secret door bestowing you with the power of poultry.

Taking the short teleporter trip near the blue key opens a secret passage behind the green door, in the area where you previously picked up the Tome of Power. In addition to the obvious Enchanted Shield and ammo, approaching the lit section of wall in the chamber dispatches Disciples, and ultimately earns you a Phoenix Rod.

MISSION 7: THE GREAT HALL

Once you've acquired the yellow key, backtracking into the room down the hall where you picked up the Bag of Holding, opens a wall in the room full of crates. Beyond is a large hallway with ammo and other goodies.

In the room where the lifts drop as you approach the blue door, you can reach the ledge at the far end by taking the lift to the south (on your left as you face away from the blue door). Walk to the far end of that ledge and over the side, and you should land on the ledge opposite the blue door. The central panel there is a portal leading to a Tome of Power, among other things.

From the ledge where you made your leap for the Tome, back in the blue-door room, venturing through the open doorway opens a door on the opposite side of the room, bidding you to battle for major rewards. If you avoid the confrontation, the lurking Lich will be in a position to take potshots at you beyond the blue door.

When you pick up the blue key, a small room opens near the green door with a switch inside. Throwing the switch gives access to a hallway across the room. In that area, you can lay hands on a Phoenix Rod and other goodies, and ride a lift back near the mission's starting point.

MISSION 8: THE PORTALS OF CHAOS

In the large outer area, picking up the Dragon's Claw and the Ethereal Crossbow from their respective platforms opens doorways behind the partitions nearby. You'll need all the goodies and more for the battle ahead.

Killing the herd of Maulotaur can be one of the longest and grimmest confrontations *Heretic* has to offer. For players that have become accustomed to a Ring and a Tome adding up to certain victory, the Maulotaur is a rude awakening. You'll find that the beasts are capable of absorbing such punishment that it's often hard to kill even one of them before your magic runs dry.

Once you've expended all your best tricks, and also burnt through those you find in the peripheral rooms and the inner area, you're obviously forced to use hit-and-run tactics to whittle away at your adversaries. Try to concentrate on one at a time, and appreciate the Shadowsphere as a means of thwarting the aim of that nasty fire trail.

Use the architecture to your advantage, peeking around corners to get in a couple of shots—and save the game every time you get in a lick without taking one in return.

When the final Maulotaur has left to explore the afterlife, the teleporters that end the Episode are revealed.

EPISODE 3: THE DOME OF D'SPARIL

The final chapter in the originally released version of *Heretic* brings you to the stronghold of D'Sparil himself, and it is a decidedly hostile environment.

Iron Liches begin to become far too common, and you'll even come across a Maulotaur or three. Take advantage of the monsters if possible—getting in cheap shots through windows or from behind other obstructions—and be more mindful of when you use up the best artifacts. The need for Tomes and Rings becomes obvious as the game nears its climax, and anytime you can take out a major monster through alternative means, that can provide a crucial edge later on.

MISSION 1: THE STORE HOUSE

There are only a couple of points of interest outside the normal melee of The Store House. First, there is no way to get the Ring of Invulnerability in the small alcove near the Iron Lich short of using the Wings. The switch to open the alcove is beyond the green door.

You might as well strafe the dead head while you're airborne. The Lich is pretty easy pickings in the large lake area, where its plodding speed gives you a great advantage.

After dispatching the last Lich—the one in the exit room—check the wall to your left to find a small secret room with a Hellstaff.

Mission 2: THE CESSPOOL

The fetid Cesspool mission can be a pain, literally from the start. The first room is a nasty crossfire waiting to happen, and seeking refuge in the next area only compounds your problems.

If you brought significant ammo with you, go ahead and slug it out. If not, charge through the first two rooms and into one of the hallways, left or right, as you enter the second area. From there, at least you can contend with the locals with a chance of not being cruelly overwhelmed.

Through the yellow door on the right, as you face the underwater tunnel, there's a banner at the end of the hallway that's actually a secret door. Behind it is a Bag of Holding and a Shield.

In the room with the crates, just inside the green door, you can open the wall behind the Map Scroll (on the ledge) and battle for a Ring of Invulnerability.

Down the hall from the crate room, past the Tome of Power, the hallway turns north amidst a host of monsters. In the central chamber of that corner area, a banner conceals a secret room holding a Phoenix Rod.

Once more, an Iron Lich patrols the final room of the mission. Hopefully, by this time, the intimidation factor is starting to wear off.

Mission 3: THE CONFLUENCE

The tricks and encounters in The Confluence make it one of the best missions in the entire game, and there's also a sizable number of secretive locations for you to plunder.

To get things started, search the east wall of your starting location to acquire a decided edge in the battle just ahead.

A couple of tips for clearing out the beginning area: Run around a little at first and stir up the crowd, then take aim at whoever doesn't wind up fighting with a fellow monster. Try to get someone to peg the Iron Lich by luring it to the middle of the area, then sprinting around to the other side. Don't grab the yellow key until the area is clear (that includes snipers from the waterfalls above), or you'll be dealing with two angry Ophidians in addition to all the other troublemakers.

In the small room beyond the yellow door, guarded by three Sabreclaws, search the east wall for a secret door to a room with an Ethereal Crossbow.

Behind the right-hand green door awaits a pair of noteworthy secrets within very close proximity to each other. Head north through the green door, and take your first right, into a room with a pair of Disciples. Down the stairway to the south, at the bottom of the first landing, a seal on the wall marks a secret door; inside is a Tome. Also, in one room to the east of the room with the Disciples, the south wall conceals a secret panel, behind which is a Bag of Holding.

Picking up the Quartz Flask just beyond the opposite green door, opens a portal in the large outer area just across the river. Inside is a Mystic Urn for the taking.

If you take an immediate right once through the blue door, and survive the host of Undead Warriors waiting at the top of the stairs, you can check the north wall of that room for a small secret area.

If you make the left through the blue door, you can discover another secret entrance on the west wall of the room with the crushing ceiling. Further in that direction, climb both flights of stairs and check the wall on your right to locate a room with some Wings.

Notice that one of the hallways leading to the exit accesses the first secret area we mentioned, bestowing a Tome and a Hellstaff if you decided to abstain earlier.

Mission 4: THE AZURE FORTRESS

The Fortress is a sprawling mission full of fun and surprises, including the entrance to Episode 3's Secret Level, The Aquifer.

The first teleporter you see, in the middle of the room with the large columns, takes you back to the starting point, where you'll discover the side-rooms are now accessible.

Further to the north, the room with the large windy pool has two secret entrances. One opens when you utilize the stairway leading down to the water (the wall slides at the top of those stairs) and the other opens when you grab the Ethereal Crossbow at the opposite end. The wall on the other side of the structure near the bow slides to unleash a horde of Disciples, guarding prizes.

Adjacent to the pool room, in the large area where Undead Warriors attack from darkened cells, take the door on the right of the east wall. The stairs ascend east and then north, to a small landing. Search the north wall here, and you'll find a sniper's nest and some treasure for your trouble.

Continuing in that direction, take a left as you dodge beneath the crushing ceiling. The hallway narrows slightly, widens, then narrows again. Search the left-hand wall at the point of the second narrowing to discover a small secret entrance to a room with a Tome, among other things.

Acquiring the green key, at the bottom of the wide spiral staircase, leads to several secretive uncoveries. When you backtrack to the yellow door, you'll see that the hallway in the opposite direction has opened. Activate the nearby torch and descend into the gloom.

Behind the Hellstaff, a secret door hides Time Bombs and other goodies, and venturing inside opens a larger secret area behind you. Inside, you'll discover a Sabreclaw presiding over a smattering of treasure, as well as a teleporter. Taking the trip nets you an Enchanted Shield and the Morph Ovum, and leaves you back in the windy pool room.

Proceed with caution on the other side of the green door. In the room with the long cages of monsters, three Iron Liches wait at the opposite end. They can't get to you—situated as they are on the other side of a narrow window—but they'll whack your back if you ignore them. Use the cages for cover while you kill the lesser monsters, then peek from one side of the window slit and hammer the Liches with Fire Mace. Their tornado spell also gets trapped by the narrow window, so you can pretty much blast away without fear of reprisal.

Head south from that window and acquire the Phoenix Rod. Two secret doors in that room give you access to the adjacent areas, where monsters attacked from moments ago. The monster cages in the nearby room are now open, as is a small hallway between the Rod and that room. A switch in that hallway opens the doors to both kinds of exits: regular and secret.

The regular exit is off the room with the windy pool. The secret exit is back in the direction where you picked up the Phoenix Rod just a few rooms away.

SECRET MISSION (MISSION 9): THE AQUIFER

In the area beyond the yellow door, in the strangely partitioned hallway, two of the sections have a light that flickers. Search the wall therein for secret doors.

Past the green door, notice that running across the low pedestals with the Vials opens a nearby secret room. When you descend the stairs leading from the room with the Vials, the wall you face when you reach the bottom can slide away if it's Gauntlets you crave.

From the center of the moat, near the exit, you can take the teleporter on the opposite side from your arrival to explore the moat itself. Be ready to confront a trio of Iron Liches to claim the prizes.

Before you step into the exit chamber, you might use your Chaos Device to trip back to the mission's start. A door there has since opened, and the revealed room holds a Mystic Urn, a Shield and an Inferno Orb.

Mission 5: THE OPHIDIAN LAIR

You begin this mission in serious trouble as soon as you throw the switch, and you'll want to seek cover in a hurry. One of the four corners has an opening—the two others are colored doors and a fenced-off monster pen. Head for the opening, and then deal with the pursuit. Watch for long-distance potshots from across the room.

Grabbing the yellow key (which sits innocently enough on a small pedestal) springs the expected trap. This almost distracts you from noticing that crossing the key pedestal temporarily opens the stained-glass corner at the other end of the hall. Though this happens early in the mission, you're probably best advised to wait a while before you take the teleporter the that Disciples are guarding. It goes directly to that monster pen adjacent the starting room, which holds tons of goodies, but also an Iron Lich and a Maulotaur. Once you've cleared the area surrounding the starting room, you can peek through the bars and whack the monsters to death, then use the teleporter to collect the booty. Hopping in the teleporter while the bad guys are still waiting for a fight is pretty much suicidal.

Speaking of taking some of the heat off that starting room... From the room where you acquire the green key, head east into the wide hallway with alcoves on either side. Enter the third alcove on the left, and a secret door opens, bidding you enter.

Mission 6: THE HALLS OF FEAR

With The Halls of Fear Mission, the sense that the Heretic draws ever nearer to the end of the quest begins to heighten. The Halls aren't too elaborate, but the constant ambushing can be taxing, as can the Maulotaur and the teleporting Iron Lich goon squad that patrols the level's end.

In the west water wing of the starting area, far to the north, is a quiver of Ethereal Arrows. Search nearby for a small room with a Ring, and also a teleporter to the far eastern cliffs, where you can collect a Hellstaff and other loot.

Just through the yellow door, notice that two pillars at the far end of the room contain switches which, when thrown, access long foyers to the north and south, as well as lower the ledge near where you began the mission.

Now that you can jump from the starting ledge to the stairs to the south, do so. To the north of the room at the top of the stairs, a wall drops upon approach, and you have access to a parallel walkway. The three teleporter-looking pads that flank the water are actually switches. Walk across them, and enter the hallway to the west. You'll travel back to the room beyond the yellow door, but search that southern foyer one last time, and you'll see a small room with a Bag of Holding.

When you pick the Phoenix Rod off the podium near the water, nearby rooms open. Exploring the inside of them widens the windows adjacent to the Phoenix Rod podium, leading to a long, descending stairway to the east. If you search the wall of the stairs near where you discover the Quartz Flask, you'll activate a lift to a room you've seen from the outside, where Nitrogolems guard Bombs and other goodies. If you continue to the end of that long staircase, you'll be in an area adjacent to where you picked up the yellow key. From there, look to the east for a secret room with a bag of Holding and Mace Spheres.

Passing through the green door opens two secret areas in the hallway behind you, as might be evident by the sudden chanting filling the air. Dispatching the Disciples nets a Tome, a Shadowsphere and more Mace Spheres.

In the pool area, draw the Maulotaur into the hallway for the kill. If you run to the top of the steps in the south (after throwing the switch to the north), the water level in the pool lowers, and an area holding three Iron Liches is exposed. Better to get the raging bull out of the way first.

Finally, are you tired of getting your back torn up while standing in front of the blue door? Look for a hidden hallway entrance about halfway along the south wall to exact your revenge.

Battling the Liches at the end of the mission can be a royal pain, and it definitely behooves you to lure them away from their watery haunt. There's just no way you can avoid getting sucked up in a whirlwind in that small area if you try to hang and fight all three of them. Stir them up a little, maybe kill one or two of them while using a Ring, then jump into the teleporter in their corner to make your escape. Expect pursuit, and lie in wait.

Mission 7: THE CHASM

The large panel opposite the yellow door slides when searched to unleash a load of Weredragons. Inside is a Tome and a switch, which opens a nearby teleporter. The trip nets you one Dragon's Claw and a large chunk of Claw ammo, for the low, low price of two Sabreclaws.

In the room with the yellow key, a wall panel slides aside when you start poking around near the Shadowsphere. Throwing the switch inside opens another room guarded by Undead Warriors, which contains a Bag, Ethereal Arrows and a pile of Mace Spheres.

Be ready for a swarm of Sabreclaws when you open the yellow door. Back into a hallway to kill them as they advance—and it's best advised to slay the Iron Liches from between the bars of the blue-door room.

When you've slain the Maulotaur, you can utilize the three teleporter pads in his room to reach the green key, as well as those tempting alcoves outside. Realize that when you leap from the upper alcoves, you can land on the lower ones. Also, on the ledge where you acquire the green key, search the wall to reveal a secret room containing Weredragons and Time Bombs. When you grab the Quartz Flask off the faux pad, a group of Disciples emerge from the portal nearby. Inside is a Hellstaff.

Making your way between the small network of caves near the water towards the windy chasm, you eventually take a path interrupted by a pool of water, then continuing with a staircase. Pause before entering the pool from the flat part of the path, and search the wall on your left. A door opens and the Phoenix Rod is yours to have and hold.

When you first make your way onto the path in the windy chasm, allow yourself to be blown off, then grab the Shadowsphere and teleport back to the room you just came from. To traverse the pathway (and claim the blue key), hold down the **[Alt]** button and the left arrow, as well as your forward arrow. Use the Wings you find near the blue key to explore the chasm itself. In each of the Iron Lich lairs, you'll find another pair of Wings, as well as other major treasures. If you don't collect quite enough booty from the Liches, poke around that area of caves on your way back to the blue door, and you'll discover that several small secret rooms have opened, filling out your wish list considerably.

Mission 8: D'SPARIL'S KEEP

Once you've cleared the Gargoyles from the first room, jump into the water and collect prizes. Use the Wings to get back out, and locate the secret door before you plunge into a teleporter. The door has a grating at the bottom,

and it sits near a distinctive pillar on the outer ledge. Inside are still more treasures. Stock up. You'll want to take the teleporters in this order: southeast, northwest, southwest and northeast.

Behind the third teleporter, you must do battle with three Ophidians and an Iron Lich, so consider at least a Shadowsphere before you make the plunge.

In the area where you finally meet D'Sparil, note that there are two secret rooms nearby, in addition to the treasure littering the battlefield. On the sides of the building, at the extreme end of each ledge, banners slide to reveal a Mystic Urn and a Ring of Invulnerability. Teleporters in those rooms return you to the beginning of the level, or a distant point on the battlefield.

EPISODE 4: THE OSSUARY

The release of *Heretic* onto CD-ROM brings with it two new Episodes, tacked onto the end of your successful battle with D'Sparil.

The fourth Episode makes the assumption that you've already played the first three, at least from the standpoint that the going gets tough in a hurry. Make yourself a moving target, and hopefully, you'll survive long enough to begin restocking your inventory.

MISSION 1: CATAFALQUE

The first mission of the Ossuary can be a little rugged, showing up, as you do, with nothing but a Wand and a bad attitude. If you're having trouble with the initial wave of Gargoyles, realize that there's a Bow in the room they're pouring out of. Also, don't try to clear the room with the yellow key; simply grab it and hustle to the teleporter, in a room near where you jump down into the Maulotaur's area.

When you raise the stairways in the room adjacent the green-door room, pause before you grab the Gauntlets if you're low on ammo or health. You'll be ambushed by Gargoyles and Disciples when you glove up. The stair switches opened a panel in the room outside, however, concealing a switch which reveals a nearby teleporter. The trip leaves you in a dark area near the large Maulotaur stomping ground. Inside are far too many Ophidians, but also a Dragon's Claw and a Tome. Riding the Claw lift up is the only access to the green key.

A secret door to the left of the Claw slides to reveal a teleporter to a ledge outside, which nets you a an Inferno Orb and a Chaos Device.

Beyond the green door, the middle alcove on your right as you enter has a secret panel. This slides open to reveal the switch which opens all of the nearby portals. From the point where you throw the switch, run across and diagonal right. Inside is a Ring, and a teleporter to the upper rim of the final room.

Be ready for a grim final battle. In addition to the Iron Lich you meet when you throw that first switch, another herd waits at the bottom of the star-shaped moat surrounding the final teleporter. If you run across the ledge, the moat floor rises, and perhaps the Liches will beat on each other while you're somewhere else.

Mission 2: BLOCKHOUSE

Though there are no official secrets in the Blockhouse Mission, there are a couple of things worth noting that will save you serious time. The level does have a few hidden triggers that open teleporters in the corners of the large starting area.

Making the circuit through the bottom of the moat appears to open two of the pads, which take you to the area on the other side of the green door. In that large inner chamber, you arrive on a ledge in one corner and can collect prizes. Jump off the ledge and run around on the floor before taking one of the lifts back up to the teleporter. Make sure you cross the central island. When you go back outside, the two remaining corner teleporters should be accessible. After you have made the trip through all four corners, the yellow key descends to the floor from its place in the large inner room. Grabbing it lowers the lift in front of the green door, and you're free to clean the outer ledge of the building.

Opening the green door opens two more rooms, one of which you face as you open the portal. Inside are Disciples, and if you step from the low stair at the entryway onto the nearby railing, you can then jump to the toxic floor below. Utilizing the three Wings in this area, it's pretty easy to clean house of all kinds of booty before you trip to the next mission.

Mission 3: AMBULATORY

The Ambulatory Mission is a bit of a respite, stocked with goodies and not too many major surprises.

While acquiring the green key, scour the area carefully. It's relatively easy to lure the Liches into one of the narrow hallways nearby, and peg them without mercy. From the floor where you claim the key, look to the right and left of the Lich ledge, and discover steep staircases leading to bonus prizes. Also, grabbing the green key opens up hallways in the room nearby,

where you threw the switch to access the key. Those hallways lead to a Maulotaur's den, but fortunately, those hallways make for a good game of 'bull and mouse'.

In the area accessed by the green key, directly across from where you find the Tome is a secret door to a small area patrolled by Nitrogolems, and overlooked by a sniper's nest. When you've thrown both switches near here—wall and hall—grab the blue key and head outside.

Emerging from the blue-key room, you'll spy several more Nitrogolems in a corner area to your right. In that area is a secret door, and just inside that secret door and to the right is another concealed entrance. That second door leads to the aforementioned sniper's nest, and nets you a Ring of Invulnerability for your trouble. Don't forget to check the left-hand area as well for more prizes. Each time you open up a corner area, check it carefully for hallways and secret doors. The secret doors are of the standard type—identifiable by the variation in the wall pattern. There is a grand total of three.

In the area accessed by the blue key, the Hellstaff is, of course, waiting to trigger a nasty ambush. Once the dust has settled, check the newly revealed corner areas, to the right and left as you exit the Hellstaff room. There's narrow hallways full of goodies, and a secret door on the right. Opening it (watch your back!) leads to a Morph Ovum and an Enchanted Shield.

Opening the room to the end-of-the-mission teleporter also opens a section of wall in the room behind you. Your reward for being so observant is the Fire Mace, along with various valuable ammo. If you follow that path, it'll lead back to the blue-key room, with a sidetrip to battle an Iron Lich for another Ring.

Also, before you go, notice that the room with the crushing blocks now offers up a secret entrance, a couple of squares down on the right-hand side if you exit from the room with the colored doors. Beyond lies a Tome, and a view into the room where you battled the load of Liches so long ago.

Mission 4: SEPULCHER

Notice that throwing the four switches (one switch reveals another) near the room where you pick up the Ethereal Crossbow opens up nearby alcoves full of Disciples with a room beyond. It also gives access to the Shield and Torch you can see to either side of the Crossbow. Watch your back when you grab the Torch! A room opens at the far end of the hall and ghostly Undead Warriors hammer you mercilessly.

In the room with the tower, where the Undead Warriors pelt you from above, search the opposite side of the tower to lower it, ultimately revealing a switch. Throwing the switch opens a short hallway with another switch, and flipping that one opens a door to the area with the Nitrogolems. As you advance down that hallway, a room behind you opens with Gargoyles aplenty, and two more rooms full of Nitrogolems also open back in the hallway leading to the tower room.

In the room beyond the hallways of Nitrogolems, grab the Dragon's Claw and then turn and face the wall. If you hop off to the left-hand side, in the small niche you'll find a switch that lowers a lift to a Phoenix Rod and a hallway beyond.

In that direction is an Iron Lich, protecting another view of the central room. Once you've entered the courtyard from both direction, all the side rooms will open. Through the gate, you can see an exit teleporter, but open the gate and return to the yard outside. To the left of the gate, as you face it, the ornate doorway is now open. Throwing the switch inside lowers the huge square fixture in the room inside, accessing another large area.

In that large area, look for a switch on the other side of the central pillar to raise stairs back to the exit and also the ledges nearby.

Also, in the hallway where the Lich lives, you'll notice a small niche about halfway down. If you stand in the niche and walk forward and to the right, you'll pass through a false wall and into a room with a Ring of Invulnerability. If you double back to the hallway on the opposite side after grabbing the Ring, you'll see that two other areas have opened up. In one are the Wings of Wrath. In the other is a Bag of Holding, and the teleporter to Episode 4's Secret Level: Mausoleum.

SECRET LEVEL (Mission 9): MAUSOLEUM

The Mausoleum can be a frustrating experience. The lighting is poor and the Liches are numerous. As you explore the long hallway running the east-west down the northern edge of the map, Liches are released into the halls from the circular rooms. You might as well scour all the hallways first, killing the monsters and playing a game of ambush with the deadheads.

Once things have quieted down, you can search the wall on the left-hand side, just down the hallway to the west of your starting location. Inside is a switch to throw.

In the hallway where you find the treasure on large wooden blocks, search the wall to either side of the last block east or west, about twenty meters down, and you'll find entrances that will allow you to grab the stash.

The switch opens a wall down the diagonal hallway southeast of where you begin the mission. Get a torch ready before you step into the teleporter. After completing the next two rooms, return to this location, and another teleporter becomes accessible each time.

In the last room, don't miss the switch behind you when you arrive. Running through the lava in the center of the room opens the nearby door. When you exit the room, make a left and then a quick right up the diagonal hallway to discover the door the switch opened.

In the room with the lava floor, you can hug the left-hand wall and stay in the shade, effectively keeping your feet from the heat. Check the back of the first alcove on the right (with the Gargoyles) to discover a small room with a Shadowsphere. In the same relative location of the next alcove is a similar room with three Quartz Flasks, and after that, comes an Inferno Orb and a Mystic Urn.

When you come out of the lava room, buttonhook around the corner to the right and find that the staircase previously out of reach is now ready for climbing. Taking the teleporter at the top whisks you to a room of long stairways and lava leaping. Search the small juncture rooms at the end of each stairs for secret doors, and pick up a pair of Wings, among other things. Successfully leaping the lava nets you a Phoenix Rod. When you have it, leap off that ledge and buttonhook around to the left to find the teleporter that takes you back where you started. Now go back to the room where you teleported from at the top of the stairs, and look on the other side of the stairway to find the next available pad.

In the room consisting of one long circling hallway, the hall drops twice—once to reveal a Tome and then again to bestow the yellow key. When you exit, go use that key!

When you've thrown those final two switches near the exit teleporter, run out and check the one section of the interior you had yet to access. In the room is a switch, which lowers some walls to reveal the ever-popular Iron Lich and also an Enchanted Shield.

Mission 5: GREAT STAIR

Approaching the yellow door from the long hallway, turn right at the top of the stairs and search the banner in the corner of the foyer. A lift takes you down to a small room with a Weredragon and a Morph Ovum, as well as a teleporter. The teleporter returns you to the area in front of the yellow door. This is the only official secret in the level.

The green door is at the opposite end of the hallway from the yellow door, though you have to search the banners on the left or right at that end of the hall to find the short connecting hallway.

Once you've been behind the blue doors, double all the way back to those pens that encircle the room where you found the Ring of Invulnerability in the central chamber—near where you picked up the yellow key. All the way at the end of those encircling Ophidian pens, a secret door is now open on a room full of goodies. The teleporter therein takes you back to near the blue doors.

Mission 6: HALLS OF THE APOSTATE

Near the room with the yellow door, the alcoves which open when you grab the Bag of Holding both have secret doors, one of which nets you a Mystic Urn. Notice also that you can backtrack to the room with the other colored doors and jump to a ledge full of goodies from your perch near the yellow-door room.

To reach the yellow key, throw the two switches in the alcove you drop into (opposite the yellow door) and a bridge rises to span the lava. The bridge also makes a handy vantage point from which to kill the Iron Lich nearby. Once your work is done, the first teleporter on the left, facing away from those two switches, sends you back to the yellow-door room.

In the room beyond the yellow door, once the coast is clear, you can reach the Iron Lich's hideout if you buttonhook to the left as you enter through the yellow door, and search the wall for a concealed teleporter. There's another hidden pad in the rear of the Lich lair that'll return you to the ledge outside. On the lava field near the Lich is a Ring of Invulnerability, with a handy teleporter nearby.

The lift that accesses the green door activates by a switch in the adjoining room, where you pick up the green key.

When you get to the blue doors, chose the one on the right first. Inside are a flock of Disciples and also two switches, which unseal the end-of-the-mission switch.

Inside the final switch room, pause before you make an exit, and venture back out into the large room beyond. As you do, you should see two lifts rising to your right and left. The left-hand one yields nothing, but the right-hand one opens the Lich room you saw previously from the lava, near the yellow key. Inside is a Phoenix Rod.

Mission 7: Ramparts of Perdition

Walking the blocks to grab the Hellstaff, jump down into the lava and sprint for the corner slightly to your right and about fifty meters distant in the direction you face as you acquire the weapon. You'll be able to run right through a false wall and grab a Morph Ovum before teleporting back to the central courtyard.

Running across the raised floor in front of the yellow door opens a teleporter nearby, pointing you in the right direction. The pad drops on a walkway patrolled by Weredragons—if you haven't killed them already—and leads to a stairway down to the yellow-key room.

In the yellow-key room, you have one chance at grabbing a Ring of Invulnerability before the portal is sealed. Run across the fountain, and one of the lifts descends to the floor. As you ride it up, the lift opposite you also descends, and you can see a small room with the Ring. You have to leap off your lift, and, as the other lift ascends, run into the room with the Ring—don't let the lift go all the way back to the top, or you'll miss your chance. Once you have the Ring, the ledge next to it descends to the floor, and remains locked in that position.

In the same room, after you survive the Disciple ambush, notice that the newly revealed chamber opposite the ledge where the key rested has a secret door leading to a Map Scroll. That room also has a concealed portal. Behind door number two are still more valuable prizes.

When you leave the room where you nabbed the yellow key, and walk back up the stairs to the deck outside. Jump over the left-hand edge of the deck, as you face outwards, through the small nook in the railing. Turn towards the wall to find an alcove with a Shadowsphere. A teleporter across the lave will whisk you to the general vicinity of the yellow door.

Before you open the yellow door, taking the north hallway from the yellow-door room allows you to climb onto the ledges of stained-glass windows in an adjoining room, summoning more Disciples and collecting prizes. The window on the right as you leap from the ledge conceals a teleporter that takes you back to the courtyard outside.

Behind the yellow door is the blue door, and a nasty trap. Ultimately, you wind up taking a teleporter clear across the mission to near the green doors. If you go and check the green-key room after your travels, you should discover that the green key is now within reach.

MISSION 8: SHATTERED BRIDGE

As the mission begins, watch your back! When you exit the first room, an alcove opens in the rear to unleash a horde of ghostly Nitrogolems. It's hard enough to kill all the creatures across the water without those Nitrogolems breathing down the back of your neck. Once all the creatures have been dispatched, the bridge blocks rise up to grant you passage to the distant landing.

The lifts across the water rise to treasure rooms guarded by Disciples and ghostly Nitrogolems. Notice that the three on the left, as you face them, interconnect with secret doors, as do the two on the right. The two central lifts have concealed portals that access the yellow door. After you walk between the secret door that connects the two right-hand platforms, jump down and look quickly at the doorway next to the extreme right-hand lift. You'll see it's descended to the ground, momentarily. Follow the hallway and jump down, then make the circuit again. A room will have opened with a Disciple and the yellow key.

Notice that in the rooms where you can see the yellow door below you, there are other secret entrances that access the area on either side of the door. These avenues lead to pens with Nitrogolems, which it would behoove you to dispatch before venturing through the door.

There is only one colored door in this mission. Be ready for the battle royale that awaits, with more Iron Liches than should be allowed to congregate in one place. Once you've dispersed them, it's on to Episode 5, and the stronghold of D'Sparil.

EPISODE 5: THE STAGNANT DEMESNE

Sure, D'Sparil has been pushing up daisies for an Episode now, but the scum in his hometown still seem to be holding a grudge. It's time for the final series of battles that'll send you home, and rid the dimensions of D'Sparil's pervasive stench once and for all.

MISSION 1: OCHRE CLIFFS

Notice that when you finally drag your happy Heretic butt to the hallway near the lava room, there's a hidden room to your left, as you stand in the small antechamber considering your foot blisters. Inside is a Disciple and a Chaos Device, and once you've cleaned house, a bridge elevates across the molten floor in the next room.

Run through the lava room and collect some loot, then return to the small niche outside where you saw the green key. You can now grab the key, and

the Disciples in the lava room alcoves will teleport out to be conveniently ambushed.

Exiting the alcove where you claim the green key accesses the only Secret area in the mission: The section of the stream nearest the cliff drops briefly, allowing you to enter a room filled with Nitrogolems and goodies.

If you return to the lave room and jump down to the molten flooring, either of the center alcoves has a lift that will grant access. Once behind the alcoves, walls drop to unleash Iron Liches, but you can hop quickly into the teleporter to escape. You appear in the hall outside, and the Liches will follow to their DOOM, just as the Disciples did. Don't forget to throw the wall switch in the one area where the Liches appear.

The switch behind the green door opens a darkened area nearby where the blue key awaits. Grabbing the Mystic Urn there seals the room, while acquiring the blue key triggers a Disciple ambush. The only way out of the sealed chamber is through a false wall in one of the Disciple alcoves—to your left as you face outward from the blue key's position.

Before you hop in the final teleporter, take the nearby Wings of Wrath, and loot the Ring of Invulnerability and Enchanted Shield from the high cliffs outside.

Mission 2: Rapids

In the area behind the yellow door, you'll find a room with a switch on the wall, which opens a nearby alcove. Entering that alcove opens up to other nearby chambers—one behind you as you approach the switch, another high on the wall near where you came in. Once you've disposed of the Weredragons, notice that the wall of the chamber, opposite from where you found the Bag of Holding, is false. Through the illusion lies a switch which lowers the lift to the upper area.

In that area, when you set foot inside the chamber with Lesser Runes littering the floor, back quickly out again, and a section of hallway rises with a switch. Flipping the switch re-opens the room, which is preparing to undergo a hostile metamorphosis... The two teleporters on the left take you to upstream locations, while the one on the right drops you near where you found the yellow key. If you explore that vicinity, you'll see that the bars have dropped in the hallway, granting you further access.

Beyond those bars in the hallway lies a large room full of Pods, protected by all manner of foul foes. Blast the Pods a couple of times to soften them up, and bear right when you enter the room. You'll find a small network of watery tunnels leading to the green key.

Once you have the green key, backtrack carefully through the tunnels. You should see a darkened overhang on one of the rock walls near where you came in, which will drop you into a short hallway with goodies. Also, in the area where you pick up the Shadowsphere, search the wall to open another chamber. When you venture inside, expect an Iron Lich ambush from behind.

Behind the green door, search the wall across from the switch to access a ledge you saw earlier. An Inferno Orb and a Ring of Invulnerability are your rewards.

When you finally reach the ledge overlooking the yellow door, turn and search the right-hand side of the hallway you just emerged from. A room opens holding a Sabreclaw and a Phoenix Rod, while behind you, another wall slides to unleash an Iron Lich. Jump off the ledge and return to near the starting point, and you'll see a stairway of water that wasn't there before.

The actual exit teleporter lies in a small room downstairs, which opens when you hop on the trap pad above. Dispatch the Disciples, and backtrack to the exit.

Mission 3: QUAY

When you crest the top of the long stairway from the starting room, realize that walls behind you have opened to unleash a horde of Ophidians. Usually, it's prudent to clean them out quickly, then tend to the Gargoyles above.

Use the Tome of Power at the top of the stairs to take care of the distant Iron Liches, then jump to the water below. The small section of dry land, to your left as you leap off facing the Lich room, will reveal a secret door upon exploration. At the top lies the yellow key.

Enter through the yellow door on the left, and battle serious Iron Liches for the green key. Double back through the other yellow door when the battle is won, and claim your prize.

Enter through the green door on the left, and circle to overlook a large room—after you've dispatched the resident Maulotaur and his pals. Bait whoever is willing up to your level for a quick death, then check the tapestries in the hall you just traversed. As you crest the stairs and turn right, the first tapestry on the right slides to reveal a room full of Ophidians guarding a switch. Throwing the switch drops a wall in the room across the way—enter through the tapestry on your left as you overlook the large room—revealing the Blue Key. Expect a lot more Ophidian resistance before claiming the prize.

Circle around to the other green door to clean house, then search the center tapestry of the large platform to lower a lift. From there, you can hop

atop the barrels that line either side of the room, and walk across them to reach the alcoves.

Facing the stairway to that second green door, flanked by a pair of hallways, choose the hallway on the left, and make your first left inside. You'll stand facing a familiar secret door pattern. Beyond, another secret door reveals a Hellstaff, and another wall drops when you claim the prize for a little of that ol' Lich ambush. Throwing the switch there lowers the secret door to allow you an exit.

Circle around and open the blue door, which gives access to the Lich pen you saw when the mission began. Throw the switch there so that you can double back and enter the room with the blue-crested door.

When you've cleaned the ledge surrounding the Lich cage beyond the blue door. Drop down and run across to where you found the yellow key earlier, and a room opens below with yet another Lich, but also a Ring of Invulnerability.

When you make it back to the blue-crested door, throwing the switch therein unseals an alcove of Gargoyles. Entering their alcove pops open the mission-ending teleporter. Or perhaps you'd rather test the Secret Mission?

Opening the blue door also opens a short stretch of hallway nearby, to the left of the blue door as you face it. Inside is a teleporter that'll lift you to that central gazebo, previously full of Ophidians. Throwing the switch there opens the nearby area where you can see the Gargoyles. Once they're dealt with, you can pop through a false wall in their room, to the left as you enter. Inside is a teleporter to this episode's Secret Mission: Skein of D'Sparil.

SECRET MISSION (MISSION 9): SKEIN OF D'SPARIL

Clear the central maze, keeping an eye open for Ophidian snipers. When you discover the blue door, check the area of maze nearby and you'll find a smaller block with a crest on it. If you search the block, it lowers to lift you out of the labyrinth.

In the upper area, simply cruise and kill. As you circle the perimeter, tapestries occasionally open, allowing you admittance to the Ophidian pens. The switch opens a larger room holding the yellow key, and you can expect the obligatory Gargoyle ambush upon acquisition.

In each of the large Ophidian areas, you'll pick up a Wings of Wrath, which should allow you to clean the upper reaches of the maze without a tedious jumping binge.

Beyond the yellow door, throwing the switch unleashes an Iron Lich and exposes the green key. Claiming the key drops the smaller lava cylinders,

each holding an angry Ophidian, so it's highly advisable to grab the green key en route to the exit. From the stairs outside, the Ophidian posse is much less intimidating.

Beyond the green door, hammer the Disciples and search the central column to reveal the blue key... and four Iron Liches. The door to this room seals when you grab the key, so it's prudent to leave it alone until the Liches are history, unless you want to do your fighting in the cozy confines of their lair.

In order to open the outer door, you have to cross at least one of the Lich podiums. Stand in the center of the room and wait for the sheath to fall to the floor—you'll hear it clank. Wait about a second then jump down onto the sheath to ride up. If you jump down too soon, you'll take damage from the lava if the sheath is still sunk completely to floor level. As the sheath rises, run across the podium to claim the prize, then continue running and you'll leap safely to the outer perimeter.

Behind the blue door, clear the area of Gargoyles, then search for a secret door before you continue. As you enter through the blue door, take a right and then a left. You should be facing a red tapestry. To the right of the tapestry, the wall slides for easy access. Inside, you'll find a Phoenix Rod and a switch. The switch unseals some monster pens outside. You'll find things a little less hairy if you tackle the big room nearby before pulling the lever. At least that way, you can fight the scum in a couple of waves.

Once you've taken care of the swarm of Disciples and Gargoyles, you're free to clean the mission of anything you need before pulling the final switch.

Mission 4: COURTYARD

Search the wall behind you as the mission begins, and you'll discover a lift that takes you to a Bag of Holding and a Morph Ovum. You have to battle some Undead Warriors for the prizes, and come from another direction to get at the yellow key.

To lower the yellow key, hop off the ledge you arrive on and run to the other end of the room. The lift up allows you to traverse the upper tier of the room, and when you claim the Dragon's Claw, the key descends. Be ready for Disciple resistance, and don't forget to clean those Disciple rooms when the battle is won.

In the large room of goodies beyond the yellow barrier, expect a Maulotaur ambush when you grab the Hellstaff. Once he's dust, search behind the throne and you'll find a small room with a Shield and a teleporter; the pad drops you on the Maulotaur platform at the other end of the room.

In the blue skylit room, watch for Disciples when you grab the Phoenix Rod, and an Iron Lich when you enter the Disciple alcoves. Throwing the switch in the Lich lair unseals the blue key, as well as the obligatory dose of Disciples.

In the courtyard, a stiff wind messes with your ability to dispose of evil. It's advisable to use heavy magic while dealing with the initial wave of ghostly Nitrogolems. You'll find that if you put your back to one of the torches near the base of the stairs, you'll stay stable enough to take potshots at the Disciples in the next room.

Mission 5: HYDRATYR

As the mission begins, the yellow key lies inside the walls of the central area, accessible to your right. Once you have it, cruise directly to the door. Slugging it out in the large area is really a no-win proposition—you'll find much better vantage points than the floor in a short while. Later, you can come back and climb the outer stairway of the tower for a Bag of Holding.

In the room with the green key, make sure you throw every switch. You'll uncover floor-level rooms which teleport you to various nearby alcoves, as well as lowering the green key.

In the other large room beyond the yellow door, there's plenty more switches to pull, including one behind the left-hand doorway that briefly lowers the large platform with the Hellstaff. On top, be prepared for a serious Liching when you grab for the Tome. It's prudent to bail off that platform and take refuge in one of the hallways while the Liches hammer on each other for a while.

Behind the green door, you can search below the ledges with the Time Bombs, and they'll lower for access. On one is a switch that raises stairs at the other end of the room. On the other is a secret door leading to a Phoenix Rod. When you grab the blue key, back quickly into the hallway—away from the ghostly Warriors in front of you, and well past the alcoves full of Nitrogolem ghosts.

When you've lowered the six teleport pads, stand facing the door through which you entered. The pad ninety degrees to your left takes you to the top of the center structure—a good place to start, unless you want to dodge Nitrogolem potshots during the rest of your travels. The other pads transport you to the various alcoves around the large central area. The one slightly to your left, as you face that entry door, carries you to the blue portal.

Beyond the blue door, the worst thing you have to worry about is a nasty Disciple ambush. It might even behoove you to retreat to the outer area so that you can discharge your Phoenix Rod without fear of backlash.

Mission 6: COLONNADE

In the large room with the cages of Undead Warriors, shooting the back wall of the narrow alcoves—near the lava cells at each end of the room—grants access. Likewise, the large central door with the skull and serpents must be blasted before you can continue. The rooms behind the narrow alcoves have two other concealed entrances, which open after you use the green and blue keys. Don't forget to come back and claim the prizes.

Accessing one of those Warrior pens via a lift from the yellow-key room reveals a switch that'll let you lay hands on the key, though the local Disciple population might have something to say about it. To exit the room, search the wall with the vents near the floor, and portals appear.

If you head through the yellow door on your right, you'll find a hallway with little more than the green door at the end. Searching the wall opposite the green door reveals a secret opening, however. Beyond, you'll eventually reach a stairway that descends to a darkened area. As you proceed, the wall opens behind you, disclosing both Undead Warriors and a Torch. Before using the Torch, go down the stairs and back up again as the walls drop to emit Nitrogolems. You might as well let them slug it out for a while before claiming the Hellstaff.

Through the other yellow door, search the red tapestry upon entry to open two secret rooms—one right in front of you, the other in the corner of the hallway to your left. The switch in the first room opens a small alcove near where the mission began, and the switch in that alcove raises the stairs between the yellow doors.

Upstairs, throw the middle of the three switches to reach the greenkey ledge, and, once you've disposed of the Lich and the Disciples, walk through the stained-glass windows to find treasure and teleporters. When you explore the area where the right-hand pad drops you, don't forget to search the left-hand wall in the long hallway to reach the ledge on the other side of the room. Those steel-riveted walls in the teleporter areas is the key to reaching all the ledges in the green-key room, as well as the hallway outside.

The cobwebbed switch in the green-key room briefly opens a hole in the floor near one of the columns behind you—finally, you arrive in the outer area near where the mission began. Notice that to reach the Quartz Flasks

on either side of the large stairway, you must leap from the ledge of the outer area to the railing. Aim for the ornate torches when you leap, and they'll stop you from over-shooting the landing.

Incredibly, it doesn't appear as if the third switch in the green-key room serves any purpose at all.

Behind the green door, be ready for major trouble. The initial resistance of Gargoyles and Golems are paltry compared to the flood of Disciples that attack your back when you climb the huge staircase. Hammer them before they have a chance to close the gap, or get hammered yourself.

Mission 7: Foetid Manse

As you explore the large inner area, you eventually reach the confounding conclusion that there's no way to get at the green key. In fact, you don't need it to get behind the green door at the bottom of the wide staircase, which you find when you leap from one ledge to that huge covered patio (for want of a better term).

To access that building, circle to the ledge nearby, leaping over the hallway leading from the yellow door. Look at the green-door building, and you'll see two small niches in the outside wall—you may have noticed them as wooden wall sections from ground level. One of those niches is empty, while in another floats a Quartz Flask. Leap to the niche with the flask, and you've bypassed that green door. The teleporter inside will take you to the top of the adjacent building.

On the top of that building, three sides have gates that look into the outer area. On the fourth side, search the wall where you would expect to find a gate, and a wall slides to unveil a Morph Ovum. Throw the switch on the column to gain entry to the building, shooting the obstruction inside to raise it.

When the obstruction gives way, two rooms behind you open with Disciples (one with a Bag of Holding, the other with a Tome), and when you cross the unobstructed entryway, be prepared for more trouble. All those large wooden columns sink to unleash a horde of Sabreclaws.

Climbing the stairs in that room nets you a pair of Wings, and drops you across the stream outside, on top of the building. Blast the Ophidians and throw the switch, which lowers the barrier below the building, granting you the blue key. When you take the key, search the back left corner of the room where the Gargoyles were hiding, and the wall drops. Beyond are a serious bunch of Gargoyles, and also a small hallway with eight niches, requiring the Wings to clean out all the Flame Orbs—though you may be able to nab a few, despite the Gargoyles, as the floor descends. You have to be quick. If

you have any Wing time left—basically, if they haven't started blinking yet—you can use the Chaos Device before you step into the teleporter. You should have just enough time to make it back to the top of the building, alighting on the ledge opposite where you previously threw the switch. There, you can claim a Phoenix Rod—though, incredibly, you won't want for Phoenix ammo in the final mission.

The teleporter near the eight Orbs drops you on the outer ledge of a building adjacent to the blue door building, where you can collect Lesser Ruins and also—for grins—dive into the green-key pool.

Mission 8: FIELD OF JUDGMENT

The final slugfest of *Heretic* pits the player against an arena full of Maulotaurs, and that's about all you need to know. If you didn't bring much with you in the way of crucial artifacts—a Ring, a Tome and a Shadowsphere, each of which would be extremely beneficial—you have to get evasive in a big way.

Quick Save the game each time you dish out more damage than you suffer. When the last brutish bull collapses in a heap, the teleporters that conclude your saga appear.

DEATHMATCHING in HERETIC

As *Heretic* is such a straight-ahead *DOOM*-type game, the purest Deathmatch tactics—in terms of movement options like strafing and sprinting—are very similar. Of course, the added feature of the inventory, and the ever-lovin' Wings of Wrath, make a few specific considerations warranted.

- ♣♣ With the Wings of Wrath, you can reach any perch, and thus, fire down upon anyone foolish enough to parade out into the open. If you're being chased, you can duck around a corner and take flight, usually ensuring a cheap shot on any over-zealous pursuers.
- ♣♣ The Shadowsphere allows you to hide in darkened areas very effectively, especially if there's any distance at all between you and your opponent. If you should suffer the fate of the Morph Ovum, notice that you can still use inventory items. Thus, you could become the Chicken

of Death, invincible, flighted, and dropping Time Bombs with a vengeance. Just a thought...

- ❖ The Chaos Device actually takes on significant meaning in Deathmatch, since you can use it to teleport out of any truly nasty battles that turn against you. And since the Chaos Device transports you to a random location in Deathmatch—not automatically to the start of the level—you might not even have to worry about someone breathing down the back of your neck immediately upon arrival.
- ❖ That big ball from the powered-up Fire Mace is one of the most satisfying ways to register a kill in Deathmatch, but it's hard to get anyone to stand still and take the punishment. Try lobbing the holy roller directly down a long hallway or some such avenue, where the escape options for a foe are limited.
- ❖ Note that there is a significant reaction to being struck with major firepower: the enemy is knocked back a considerable distance. In Deathmatch, you can use this fact to knock enemies from high places, and/or into hazardous areas.
- ❖ Gas Pods remain a nuisance in Deathmatch, though they now afford a better chance for ambush than ever seems to occur during solo gameplay. The trick, of course, is to detonate a whole mess of Pods at once, from a distance. Herd them to the desired location and pack them densely, the better to ensure a nasty chain reaction.
- ❖ In any given level, try to learn not just the weapons and power-up locations, but also where any major monsters might be hiding. In a pinch, you can often flee through the area of a monster, and whoever is chasing you will arrive just about the time the monster in question is looking to acquire a target.

RECOMMEND SLAYING FIELDS

In general, the larger the number of players, the larger the area you'll want to choose for your battle. Still, some of the missions have unique features which put a new twist on combat, and so we've listed a few of our faves.

Episode 1: Mission 5

Episode 2: Mission 3

Episode 2: Mission 9

Episode 3: Mission 6

Episode 4: Mission 2

Episode 4: Mission 9

Episode 5: Mission 1

Episode 5: Mission 7

The Citadel

The Confluence

The Glacier

The Halls of Fear

Blockhouse

Mausoleum

Ochre Cliffs

Foetid Manse

CHAPTER

6

Hexen

Publisher: ID Software
Developer: Raven
Release Date: 1995
Overall Rating: ★★½

**Check out these INTERNET
addresses for more info:**

www.gamespot.com

www.idsoftware.com

www.scruznet.com

D & D MEETS DOOM, FINALLY. . .

Beyond *Heretic*, of course, there is *Hexen*, the most successful attempt thus far at combining the traditional dungeon dive with 3D gaming. And though *Hexen* is billed as a sequel to *Heretic*, it really bears little resemblance to its predecessor, either in structure or content. This is still a modified view of *DOOM* to be sure, but *Hexen* diverges from its peers more than any other id-driven game on the market.

The ability to select from among three different character classes—Fighter, Cleric, or Mage—is literally just the beginning. The game structure itself, built around the concept of sprawling Hubs as opposed to individual missions, is definitely a new twist. The lengthy process of a Hub's exploration and multi-faceted puzzle solving pushes gameplay even further into the realm of *Dungeons & Dragons*, where there is no such thing as a tidy little mission unit.

FIVE STRATEGIES TO LIVE BY

More than simply expanding on the lexicon of *Heretic*, the *Hexen* experience borrows only a handful of items from the past, instead boasting a new collection of monsters and power-ups. In addition to conserving mana to power your weapons in a big battle, take note:

- ❖ An Inventory for non-weapon items means that you can stockpile major power-ups for big battles, just as in *Heretic*. More so than *Heretic*, the strategic significance of power-ups becomes an issue at the higher difficulty levels, but we're still not talking brain surgery here.
- ❖ When you travel between Hubs, you keep one of each item in your current Inventory, and always lose any Wings of Wrath. For that reason, use any Health power-ups you're going to lose anyway, and utilize those Wings to forage for goodies before moving to the next Hub.
- ❖ With the three different character classes comes increased nuance, as many of the power-ups have different effects depending on your character's class. Our advice: Hands down, you want the Cleric. The Fighter never gets a strong enough distance attack, and the Mage can't utilize armor well enough. That, plus the Cleric's Flechette effect, makes him the character class of choice for discriminating adventurers—in our humble opinion . . .
- ❖ *Hexen* forces you to display a certain mastery of the movement controls early in the game; both the Cleric and the Fighter have to wait a while to acquire a distance attack, and the Mage's Sapphire Wand isn't exactly going to cut a bloody swath of destruction. Remember that in the case of the Cleric and Fighter, the attack

range for their initial weapons is greater than you would assume. With room to backpedal, you shouldn't have to trade punches too often with Ettins.

- ♣ The most important items you can acquire and hoard towards a big battle are easily the Krater of Might and the Icon of the Defender, along with the Amulet of Warding. Don't fritter them away.

CHARACTER CLASSES

Prior to beginning your quest, you'll be asked to choose a character class from among Fighter, Cleric or Mage. Each class has its own specific benefits and limitations, just as in the world of *D&D*. Though, as mentioned previously, we opt for the Cleric, here are a few high-points and low-points for each character, should you be inclined to shop around. Note that there is a cheat code that'll let you change class with the game underway, though all kinds of weirdness may occur if you change class without completing your Superweapon. Choose wisely up front.

BARATUS—THE FIGHTER

Of course, the Fighter is the strongest of all the characters in terms of pure physical skill. He's faster, tougher, and stronger than the other classes, and receives the most benefit from the basic armor you'll find while exploring.

On the flip side, he's a dolt when it comes to magic power, and he has to wait the longest of the character classes to acquire a distance attack. Even his Superweapon, though formidable, lacks the ability to zero in on targets—a luxury that the other classes enjoy.

PARIAS—THE CLERIC

Hexen's Cleric is a good mid-range character, with no glaring deficiencies in any key aspects of the game.

Unlike the often second-rate status afforded Clerics in the traditional realm of *D&D*, Parias turns out to be perhaps the most versatile of all the characters—as opposed to the most ordinary—by virtue of playing the midground.

The Cleric acquires a weapon with a distance attack sooner than the Fighter, but later than the Mage (who begins with one). Clerics post good numbers across the board in every category, with strength and magic powers just slightly above average.

DAEDOLON—THE MAGE

For those of you unclear on the concept, the Mage is an engine of destruction when it comes to magic. Past that, there really is no good Plan B for the Mage, unless getting your butt kicked up around your ears sounds like a strategic option to you.

At first, if you're inclined towards the Mage, you'll be inching him along with survival as your primary goal. The upside comes if you actually survive away into the game, and Daedolon's magic abilities begin to eclipse the strength of the average dungeon denizen. With one eye on the tremendous rate at which your mana is depleting, the Mage is capable of waging some serious hurt as the game progresses. And the unique effects he enjoys from the major power-ups are the most advantageous in the game.

TO EACH HIS OWN

The weapons each player employs in *Hexen* are different, depending on which character class you select. A few notes follow on the weapons, by class, in the order in which they're acquired. Also, note which expend mana, and at what rate.

FIGHTER WEAPONS

The Fighter's arsenal suits his character. Brute force is often the key tactic, regardless of the weapon in hand.

SPIKED GAUNTLETS

The Fighter's starter weapon is the standard explorer-issue Spike Gauntlets, with which you pummel things mercilessly while trying to keep a safe distance. Each third blow a Fighter lands with the Spiked Gauntlets deals a Super Punch, which helps to make these gloves the strongest starter weapon of all the character classes. The Gauntlets expend no mana.

Timon's Axe

The Fighter's second weapon is the somewhat disappointing Timon's Axe. Disappointing since it doesn't include a distance attack, but acceptable when you consider that the Axe only expends mana when you actually strike an opponent, there's zero wasted on swings that miss. Cost: Two blue mana.

HAMMER OF RETRIBUTION

The Hammer of Retribution finally bestows a distance attack on the Fighter class, but alas, the Hammer is a far cry from versatile. It does good damage at a distance, and is relatively mana-conservative in that regard. But at close range, the game will decide whether to unleash the flaming Hammer projectile, or whether you merely intend to swing the Hammer with brute force in mind. Since the Hammer is so much slower than Timon's Axe, and its damage at close range is relatively the same as a mana-powered Axe, you'll occasionally want to step back to the Axe for close combat. Cost: Three green mana.

QUIETUS

The Fighter's Superweapon is probably the least effective of all the classes, though it is also the least mana-hungry. When swung, the sword emits a spray of greenish fireballs that fan out, damaging many enemies if they happen to be further away, and dealing major monsters a big blast if delivered up close and personal. The greatest limitation of the tool is its lack of homing ability, which the other Superweapons exhibit. Even with Quietus in hand, the Fighter is still destined to slug it out in the trenches. Cost: 14 of both blue and green mana.

CLERIC WEAPONS

Though the Cleric doesn't begin the game with a distance attack, he gets one in short order, and on average, his complete arsenal is probably the strongest of all the characters.

MACE OF CONTRITION

Impressive in appearance, the Mace of Contrition is nonetheless a frustrating experience in combat. You'll have to hammer the average Ettin several times to get the desired effect, so stay mobile until you lay hands on the Serpent Staff. The Mace requires no mana.

SERPENT STAFF

A significant upgrade from the Mace, the Cleric's Staff boasts both an impressive distance attack and also a vampiric effect at short range.

For a single serving of blue mana, the Staff fires two poisonous projectiles at long range, which zero in on a target as long as you're pointing in the general direction. At close range, the Cleric can actually use the Staff to suck the life out of opponents and transfer some of it to himself. This is especially effective when it comes to battling Centaurs, which can reflect missile attacks. Cost: One blue mana.

FIRESTORM

Following the Serpent Staff, the Cleric acquires the ability to unleash Firestorm, a devastating blast of power that humbles most of the common monsters.

The major pro and con of the spell concerns its range. On the plus side, the spell won't ever hurt the caster, so you can be right on top of an enemy and unload without fear. On the minus end, the Firestorm spell definitely displays a distance limitation, at least inasmuch as you can see a distant target, but are unable to connect with the spell.

It's also worth a note that most of the spell's damage comes from its eruption on or near the intended target, so a quickly-moving target stands a better chance of surviving the assault. In the one-player game, that's rarely an issue, but in Deathmatch, it warrants consideration, especially if you're attacking from an appreciable distance. Cost: Four green mana.

WRAITHVERGE

The Cleric's Superweapon is an impressive instrument of destruction—perhaps the overall best weapon in the game.

When assembled from its component pieces, the Wraithverge has as its attack a flurry of angry spirits which issue forth from the staff and swirl around any and all enemies in the vicinity.

The spectacular homing ability of the weapon makes it a monster killer of epic proportions, whether you're battling one foe or 20. The spirits continue to circle and attack targets, clinging tenaciously for a goodly duration. Cost: 18 of both blue and green mana.

MAGE WEAPONS

The weapons of the Mage, of course, are magical and powerful, built to counter-balance the magician's lack of physical speed and strength.

SAPPHIRE WAND

The only one of the three starter weapons that features a distance attack, the Sapphire Wand is a young Mage's best friend. Though the Wand is not big

on delivering damage, it nonetheless has unlimited range, and expends no mana when fired. The Sapphire Wand requires no mana.

FROST SHARDS

Akin to a shotgun blast of icicles, the Frost Shards spell is one of the most visually gratifying spells in the game, even if it's not the most impressive from a pure combat standpoint. Monsters killed with Frost Shards freeze solid, then explode into a shower of ice after a few seconds. Alternatively, of course, you can shatter them yourself with any old blunt instrument.

Cost: Three blue mana.

ARC OF DEATH

The awesome Arc of Death spell conjures a massive electrical arc that homes in on a target and then follows it around, zapping all the while. The ability of the spell to locate and follow its target makes it one of the most effective in the game—though agile Deathmatchers may be able to thwart it entirely by staying mobile, and preventing the bolt from locking on. Cost: Five green mana.

BLOODSCOURGE

The mighty Superweapon of the Mage rivals that of the Cleric for the game's top prize. The staff lets loose three tremendous fireballs when activated, which display impressive homing capabilities and detonate with devastating effect. Since the fireballs explode upon contact with any solid object, however, an enemy can sometimes avoid the punishment by sidestepping the initial pass and letting the fireballs collide with a wall or other obstruction. In Deathmatch, of course, that happens a lot more frequently. When battling human opponents, the Bloodscourge is best used in larger areas, where the fireballs have a chance to double back and connect, even if they miss on the first pass. Cost: 15 of both blue and green mana.

A POTE ON MANA

Departing from other 3D games where weapon refills come in all shapes and sizes, *Hexen* relies on mana to power its arsenal; that way, the refills are universal, regardless of which class you choose. Blue mana is more common than green, and as you venture deeper into the game and rely more on magic, the mana you can lay hands on with the use of our quickie walk-through is more than enough to get you through the game.

ARMOR AND ARTIFACTS

The world of *Hexen* borrows little from *Heretic* in terms of armor and artifacts, with just a few common devices bridging an otherwise impressive gap. Many of the items here have specific benefits or produce specific effects, depending on your character class.

ARMOR

There are four pieces of interchangeable armor in *Hexen*; that is to say, all of these can be worn by any character class. The effects vary, as noted.

AMULET OF WARDING

Both the Mage and the Cleric enjoy a huge boost to their armor class when wearing an Amulet of Warding. The Fighter will hardly notice.

FALCON SHIELD

The Falcon Shield is the most universally beneficial piece of armor, with the Cleric and Fighter gaining the most of its protective powers.

MESH ARMOR

The Mesh Armor is the Fighter's best friend, adding a whopping five points to Barratus' armor class. The Cleric and Mage could care less.

PLATINUM HELMET

The helmet is a relatively worthless hunk of hardware, especially as far as the Cleric is concerned. The Fighter might scoop it up if he's not in a hurry, and the Mage may covet it simply because he needs all the help he can get.

HEALING ARTIFACTS

Aside from the "Standard Artifacts" that litter the *Hexen* landscape, there are, of course, those which have healing (or protection) as their specific purpose. The three standard methods of healing oneself are borrowed directly from *Heretic*, while the other items mentioned here are two of the most valuable finds in the game.

CRYSTAL VIAL

The common Crystal Vial provides the character with a quick 10-point Health boost.

QUARTZ FLASK

Slightly less common than the Crystal Vial, a Quartz Flask bestows 25 points of Health when used, which you must do by selecting it from your Inventory.

MYSTIC URN

The mighty Mystic Urn restores the player to a full compliment of 100 Health points. It can also be carried in the Inventory for those times when you are most in need.

DRAGONSKIN BRACERS

The Dragonskin Bracers are armor found in the dungeons, which actually go into your Inventory when acquired. They provide a four-point boost to any character's armor class, and the effect is cumulative, though of short duration. Save them for tough battles.

ICON OF THE DEFENDER

Hands down the most valuable artifact in the game, the Icon makes its user completely invulnerable to all attacks, and also bestows some unique effects on both the Cleric and Mage.

A Cleric using the Icon also becomes partially invisible, which turns out to be not much of a tactical advantage. Monsters can't hurt you anyway, right? It even becomes a tip-off in Deathmatch, alerting other players to a functioning Icon by the Cleric's ghostly appearance.

The Mage, however, gets a real bonus from activating the Icon, in that the player also begins to deflect missile attacks. Not only can't the player be harmed, but the Mage won't even have to expend mana to fight back. Very effective.

STANDARD ARTIFACTS

More so than perhaps any other 3D game, the power-ups of *Hexen* are a unique and intriguing lot. A few are recognizable from the landscape of *Heretic*, though those are the ones with relatively common effects—the Torch, the Wings of Wrath and the Chaos Device.

TORCH

Acquired into the Inventory, the Torch lights the immediate area for a limited duration when used. Usually, you'll find a Torch with a specific purpose in mind.

WINGS OF WRATH

The Wings bestow the ability of flight on the player. In *Heren*, they are always found near the end of a Hub, and have little bearing on the actual completion of a Hub. Use the Wings to go back and quickly lay hands on valuable goodies you might have left behind.

CHAOS DEVICE

As in *Heretic*, the Chaos Device teleports the player back to the beginning of the level. Short of arresting a death-plunge halfway to the impact, it has little application in one-person play. Usually, you'd rather reload from your last saved game, as opposed to trekking back from the start of a mission just to avoid an untimely demise. In *Deathmatch*, of course, there are several other applications, and the ability to gate out of deadly situations can be one of the best things to have in your bag of tricks.

FLECHETTE

The Flechette flask has a varied use depending on the class of character. The Cleric probably gets the coolest effect, as each dropped flask emits a punishing toxic cloud that lingers in the area for quite a while—perfect for block narrow corridors. The Fighter uses the Flechette like a grenade, flinging it a few feet in front of him. The Mage uses the Flechette with explosive results, as well, but the flask simply sits where it's dropped for a few seconds before detonating.

BOOTS OF SPEED

Boots. Of Speed. Get it? The footwear functions for a limited duration when activated from the Inventory.

BANISHMENT DEVICE

Akin to the Chaos Device, this artifact transports foes, rather than the player. You have to fire it at an opponent, so there's a risk of missing the mark, and the Device won't remove any Boss Monsters for you.

DISC OF REPULSION

The Disc of Repulsion can be a very valuable tool in both one-player and *Deathmatch* mode, providing you employ it with a little tactical consideration. In the one-player game, it's perhaps best used to disperse a crowd, say in the midst of a nasty ambush. Even if you don't have escape on your mind, the Disc can give you a chance to think, and select a proper target. In *Deathmatch*, you can use the Disc to repulse other players, sometimes into hazardous terrain or over ledges. Note that the Disc also repels missiles—which comes in very handy.

KRATER OF MIGHT

The Krater of Might is just that—a hole from which you can draw a full supply of both blue and green mana. Save these babies for the biggest battles, and you can fire that Superweapon with little fear of running empty.

THE DARK SERVANT

The Dark Servant provides the character with a Maulotaur to call their very own, at least for a short duration. During that time, the beast attacks everything in the vicinity but the caster.

THE PORKELATOR

Porcine cousin of *Heretic's* Morph Ovum, the Porkelator instead turns targets into squealing piggies, and what could be more fun than that? Well, chasing them down for the slaughter, of course . . . Be warned that a pig player can still use artifacts, so you have to get the Deathmatch killshot before your opponent realizes he's been hammed.

MONSTERS OF HEXEN

As with the majority of 3D games, you've got your common foes and your Boss Monsters to worry about in the world of *Hexen*. Once you get used to the different defensive strategies that the monsters employ, it becomes relatively easy to tailor your attacks.

Ettin

The deliberate Ettin is the footsoldier of *Hexen*, patrolling the dungeons with blunt-force trauma on his mind. Even with your starter weapon, you should be able to backpedal and avoid any damage while you pound away.

Afrit

The flaming, flying Afrit can be a pain, more for their ability to evade missile attacks than anything else. Try to bushwhack them as they come around a corner, and stay mobile.

CENTAUR

The Centaur is a tough opponent since it has the ability to hide behind its shield, protecting itself entirely and also reflecting missile attacks back in your face. Try to time your attacks so that the blow connects as the shield drops. The Clerics get off easy on this one, as a well-placed Flechette, issuing forth a lingering toxic cloud, is perhaps the most pain-free way to rid the area of Centaur scum.

CHAOS SERPENT

The Chaos Serpents are both tough and fast, and possessed of brutal long-range attacks, whether breathing fire or poison. Try to take them from a distance if you can, or use obstacles to impede their relentless assault.

DARK BISHOP

Though capable of dealing out huge amounts of damage from a distance with their fast projectile attacks, the Dark Bishop is nonetheless less than formidable if you run right up and smack him around. A crowd of them precludes this tactic, though you can usually draw them into a relatively confined area for ease of disposal.

REIVER

The Reivers always seem to appear in overwhelming numbers, so our advice is to seek a defensive position (with a relatively low ceiling) and settle in for the long haul, or charge through the crowd if you have that option.

SLAUGHTAUR

This is a big, mean Centaur with a damaging distance attack. Not good. Without a tenacious attack of your own (namely Wraithverge), you're going to be slugging it out with a lot of these goons. Use your strongest melee weapon, and work on your timing.

STALKER

Water-bound monsters, the Stalkers of *Hexen*, can nonetheless inflict significant damage despite their inability to chase you on dry land. Look for their tails when you approach large bodies of stagnant liquid, and whack dey little heads when the beasts surface to attack.

WENDIGO

The Wendigo is a frightful ice monster, capable of heaving ice balls that explode into painful shards. Fortunately, the Wendigo isn't real tough. Singularly, the freaks are no trouble at all, though a crowd may require you to take some cover or evasive action, the better not to get mobbed.

HERESIARCH

Though there are several of these badguys in *Hexen*, they are nonetheless akin to the unique Boss Monsters in terms of the damage they do and the toughness they exhibit. You'll almost certainly need an Icon of the Defender to beat the Heresiarch, though a competent Cleric might be able to get in a cheap kill with the use of Flechettes. You'll have to whittle away at the Heresiarch if you don't have the option of baiting him into a toxic cloud, or his defensive spell will go up and he'll be immune to attack. Try to gain a height advantage, and you'll find the Heresiarch struggles to target upwards. Notice that you can tell when a Heresiarch's defensive spell is in effect by the swirling purple spheres around his head. Finally, note that a severely damaged Heresiarch begins to gate in Dark Bishops to aid his cause. Ignore the Bishops if you can; their arrival means the big guy is on the ropes.

DEATH WYVERN

The first Boss Monster of the game is the formidable Death Wyvern, a fear-some flying thing with a grim fireball attack. No longer unique with the addition of *Hexen's Deathkings of the Dark Citadel*, he's still a major pain. The safest way to fight these demons is to bait them into making an attack pass (try peeking from a nearby tunnel), and then peg the Wyvern from behind when it's flown by. Since the creature can't pivot in mid-air (it has to bank around like a plane in flight), it'll be unable to counterattack if you can deal most of your shots from behind.

ZEDEK

The Quietus-wielding warrior, Zedek, can be a formidable opponent based purely on his speed. Past that, he isn't incredibly tough, and he comes complete with a major tactical blunder the first time you meet him (you'll see him again at the end of *Deathkings*). If Zedek whacks you a couple of times and you'd like to soften him up a little prior to the battle, notice that he always faces the same direction when he appears. If you stand so that you're behind him, Superweapon at the ready, his grand entrance will be something less than that.

TRADUCTUS

If it weren't for all those Discs of Repulsion littering Traductus' humble home, perhaps his relentless Wraithverge assault would be a little more intimidating. As it is, you might not even have to expend your own mana to win this battle, if you can use the trove of Discs to maximum effect.

MENELKIR

The Mage Boss Monster is not nearly as easy to deal with as his Cleric and Fighter counterparts. The problem is that you don't want to dump your whole load of precious artifacts on his account, and he probably only needs to get in one good shot with Bloodscourge to toast you into oblivion. Short of the Cleric's Wraithverge spell, which can be fired with no regard for the location of the target, continuous use of the Discs of Repulsion may be the best edge you can hope for. If you can't kill the fiend quickly, it may be better to reload and try your luck again. Don't empty your pockets on this guy, or Korax will have you for dinner.

KORAX

The final hurdle of the original five *Heren* Hubs, Korax is one tough cookie unless you're packing a couple of Icons, and even then, you need to use a little finesse to inflict any damage. At first, you'll want to activate an Icon and pound on Korax with your Superweapon. Eventually, he'll teleport away and unleash a horde of minor monsters for you to contend with. Once that's accomplished, look inside the room that opens, and there's Korax once more. Whip out that second Icon and begin again, though you'll want to

keep a little more distance this time. If you close the gap entirely, Korax simply teleports away, and you'll waste all that Icon time running after him. Keep at a medium distance and grind him down, ignoring any other monsters he summons to his aid. Watch out for floor spikes in Korax's lair, as those will kill you even in Icon mode. Also, back off at the moment of Korax's demise, or the host of angry spirits that issue forth may ruin your victory celebration.

CHEAT CODES

Typing certain code words in *Hexen* give the gamer cheats to play with. Though we maintain that any game requiring a cheat to win isn't very well thought out, codes can nonetheless add to the experience if applied with discretion, allowing you to experiment or study a trap without getting instantly whacked. And sometimes, it's just cool to play God. Unless noted, codes are typed in while the game is in play.

Code

Hexen -ravpic

What It Does For You

Entering this code, which includes a space after the word "Hexen," allows the player to take screen captures with in the game by pressing **[F1]**. The code must be entered at the same time the game is launched.

Satan

God Mode

Mapsc0

Shows Entire Map

VisitXX

Warp to a level (XX = level number)

NRA

Gives All Weapons

Casper

Toggles Clipping

Locksmith

Gives All Keys

Indiana

Bestows 25 of Each Artifact

Sherlock

Gives All Puzzle Pieces

Butcher

Kills All Monsters

Clubmed

Maximum Health

Code

Deliverance
 Ticker
 Shadowcaster0
 Shadowcaster1
 Shadowcaster2

What It Does For You

Toggles Swine Mode
 Displays Frame Rate
 Become Fighter
 Become Cleric
 Become Mage

THE HEXEN PATH

Just as it differs from other 3D games in content and structure, *Hexen* also differs in one very obvious aspect of the game's goals: There are no Secret Areas designated as such. Instead, traversing the *Hexen* world requires a nearly-complete exploration of every Hub, with switches and puzzles that need solving before you can venture to the next locale. For that reason, this section recounts a linear path through the game, noting each significant task that must be performed in order to progress.

WINNOWER HALL

The Winnower Hall is a tidy little starter mission that eases you into *Hexen* prior to the initial Hub.

Your first order of business is to lay hands on the green key, which you'll find down a narrow passage leading from the room with the central (though enclosed) red teleporter. As you enter the room, look to the left, and break the right-hand window in the alcove to discover the hallway. The green key lies in that direction, though you'll have to throw a few switches to claim the prize.

Beyond the green barrier, you'll discover the Bell Tower, though you'll need to claim the white key for access. The white key, which you can see from the outer courtyard, is located at the end of an overgrown hallway, just to the right of the Bell Tower as you first approach.

Climb the Bell Tower and strike the bell; it will swing and ring. If you return to the enclosed red teleporter, you'll see that the barrier has dropped, and you can hop in for the trip to *Hexen*'s first Hub: Seven Portals.

HUB #1: SEVEN PORTALS

The Seven Portals Hub is a relatively straight-forward excursion during which you must travel through several sub-levels, throwing switches and raising hell, to open the portals which give this Hub its name. Once everything has been properly configured—and most of the monsters have been harshly punished—you'll be free to venture to Hub #2.

Clear the initial area of Ettins, and throw the wall switch to open one of the gold doors. The switch also drops a pillar in the courtyard, revealing your character's second weapon.

Behind that gold door, advance to the far niche in the wall, and then access the side hallways when the lights go out. In the room beyond, ride the lift up and hop into the teleporter. Next stop: The Guardian of Ice.

GUARDIAN OF ICE

As you arrive at the Guardian of Ice, the one switch you need to throw on this trip lies directly in front of you. When you enter that far room, the floor drops, and you'll have to hammer some more Ettins before flipping the trigger. Once that's accomplished, four crushers activate behind you—actually, that's three crushers and a teleporter. Look for the one with the white sword pointing to it, and hop on the block to return to Seven Portals.

SEVEN PORTALS

Back at Seven Portals, go through the gold door which opened in your absence, and flip the switch you find there. When you leave that area, kill the Chaos Serpent and buttonhook to your left to find a newly revealed teleporter.

GUARDIAN OF STEEL

You arrive at the Guardian of Steel, facing a landing between two long stairways. Both avenues ultimately lead to the same place. At the top of each stairway is a smaller room with a switch and a corner piece that slides upward, allowing access to the area beyond. You'll find that the stairs from those corner doors lead to the same room—a large central chamber to the level. On the wall between either ascending stairway is a door which you should enter.

Through the door and down the elevator, you can travel either left or right, depending on the position of the switches near where you arrived at this level. The switches at the top of the stairs (from the initial teleporter) grant access to either the left or right avenue, but not both at the same time. You want to access the area to the left as you enter, so if you find that avenue blocked, return to those first two rooms and throw each switch.

Backtrack, and the avenue to the left should be open. In the room beyond is another switch to throw, which gives the message that one-third of the puzzle of the Seven Portals has been solved. Return to the teleporter and take the plunge.

SEVEN PORTALS

Back at Seven Portals, another door has opened, inviting you to pull yet another switch. As before, dispatch the Chaos Serpent that arrives, and access the newly revealed teleporter.

GUARDIAN OF FIRE

Your first trip to the Guardian of Fire is in search of the Flame Mask, and it's a quick but not entirely risk-free trip.

The floor of the second room falls away to unveil a lava trap, which you must then dash across to enter the hallway you can see on your right. In the next room, throw the switch behind the Falcon Shield, and again, you're greeted with the message that one-third of the puzzle has been solved.

In the subsequent room, hammer the Ettins and look to the left of the lavafall for a door bearing the Flame Mask semblance. Beyond, you'll discover a long bridge, just waiting for you to set foot upon it. When you do, the span collapses, so hit the bridge running. You should be able to make it across without falling, though by that time, the door at the other end will be closed.

When the hall stops shaking, look to your left for a narrow ledge running along the wall. Leap to it, and follow it back down the side of the room. When it turns to the right, you'll discover a switch on the wall. That switch re-opens the Flame Mask room. Once the prize is yours, backtrack to the teleporter where you arrived.

SEVEN PORTALS

Hello again! Another open door, another teleporter to access. Claiming the Quartz Flask you can see at the far end of the now-opened room lets you access the hallways on either side. Battle the Wendigos, and watch for those light-colored patches on the floor. Those are crusher traps, and you're hereby advised not to step on them. Ride the lift up and hop through the teleporter.

GUARDIAN OF ICE

As you appear at the Guardian of Ice, the first switch you need to throw is in front of you (though you have to circle around the central obstruction to discover it) guarded by a host of Ettins. Throwing that switch raises stairs

in the first room, which grant access to two more switches. Throw those, as well.

In the nearby outer area, dispatch the Wendigos, and hop across the ice blocks to reach the distant Mystic Urn and Torch. Once that's accomplished, hop down to floor level and spy a lift. It takes you in the direction you need to go.

At the top of the lift, hang a left and follow the stairway to discover a switch near a blockage in the hall. Yank the chain and the barrier lowers, revealing itself as a lift. Up you go.

At the top of the lift, battle your way through the small, darkened central chamber and descend the steps in familiar territory. The large panel on your right at the bottom of the stairway is a door, which you should open. In the room beyond, you'll see an empty wall socket just right for your Flame Mask to fit into. When you plug in the mask, some Afrits arrive. Once you deal with them, the fire key drops to floor level for you to have and hold.

The last thing you need to do on this trip is grab the steel key, which lies through the door on the opposite side of the stairway from where you went looking for the fire key.

The lift on the opposite side of the room reveals a huge ice chamber crawling with Wendigos. Hook around to your left, and you'll discover a switch on the wall. Stay still once you've flipped the lever, as the room rearranges itself. From there, work your way along the wall to the left, and you'll locate a large chamber with a small set of stairs. At the top of the stairs, waits the steel key.

From there, make your way back to the room with the four crushers—that is to say, the three crushers and one teleporter. Look for the sword and head back to Seven Portals.

SEVEN PORTALS

Back at Seven Portals, climb the stairs that have elevated in the central courtyard, and throw the switch. That accomplished, investigate the newly opened doorway. Another switch elicits another Chaos Serpent, as well as revealing another teleporter.

GUARDIAN OF STEEL

You arrive at the Guardian of Steel opposite the position of your last visit. The layout is a mirror image, so it'll look the same except for the absence of corpses. Just as you did before, the object here is to penetrate the inner square area, and ride a lift down to an area where access is controlled by the two switches in those corner rooms. Are you following that? The only

difference is that this time, there are two switches that must be thrown at the bottom of the lift—both left and right—and that the lift itself requires the steel key to operate. Once you've thrown both switches at the bottom of the lift, return to the teleporter for the trip back to Seven Portals.

SEVEN PORTALS

Another staircase has risen back in the outer area of Seven Portals, at the top of which you'll find two switches that require your gentle touch. Now make your way to the Guardian of Ice teleporter; it's the one in that huge ice room nearby.

GUARDIAN OF ICE

Forward of your arrival position, look to the left and discover a newly revealed hallway. Brave the spiked-ball trap and a host of Ettins to find a switch you need to throw, though the lever unleashes a nasty Centaur and poison dart trap. When you've killed the Centaur, exit the room to discover a teleporter now graces the hallway outside. Climb in.

GUARDIAN OF STEEL

Don't let the Wendigo welcome wagon deceive you; this is, indeed, the Guardian of Steel. Deal with the initial wave of riffraff quickly, before the walls fall to emit more frozen freaks. When the coast is finally clear, face the small adjacent room where you can see the fire burning, and turn to your right. Drop through the trap door you find in that direction to exit the room.

If you look at your location on the map, you'll see you're in the lower right corner of the level. You want to head for the upper right corner, and access the lift that you find there. It'll be in the same relative position as the lift you just rode down. Trek over and ride up.

Up the lift, you'll activate a nasty crusher trap as soon as you set foot in the room. The object of your desire is a switch on the wall, roughly to your right. Start off in that direction, working your way along the wall. Kill any monsters you should meet, and quick save the game whenever you're not getting flattened.

When you've flipped the switch, make your way back to the lift and then to the center of the level, up the diagonal staircases. You'll find that the center chamber of the room is now open, and you can jump to one of the surrounding ledges for a look inside. Deal with any bad guys, and grab the torch. When you do, you should get a message about stones grinding on the Seven Portals.

SEVEN PORTALS

Back at Seven Portals, it's another open room, another switch Kill the Chaos Serpent and take the ride to Guardian of Fire.

GUARDIAN OF FIRE

Back at the Guardian of Fire, enter the room with the lavafall and look in the back right corner for a door with the fire key symbol on it. Kill the monsters in the room beyond and throw the switch to reveal a lift. Take the ride, and dispense more justice, locating a door with a fire mask symbol on it. When you approach the mask, elevators open on either side of you. Take either one upstairs.

In the upstairs area, locate the teleporter for yet another quick trip. Slay the meager defense force when you arrive, and slide the switch directly in front of you. The one behind you, as you make your appearance, takes you back to Seven Portals.

SEVEN PORTALS

Back at Seven Portals, one final staircase has risen, providing access to two new switches. Throw 'em, and then head for the Guardian of Ice.

GUARDIAN OF ICE

You arrive one last time at the Guardian of Ice. You'll see that a doorway has opened opposite the hall you explored on your last trip. Bear right when you clean the first room, and throw the switch on the wall. The ice door opens behind you, requiring that you leap across a lava pit to throw another switch. A good running jump spans the distance. Throw the switch and re-jump the pit to escape. Circle around the small switch room to find a teleporter to the Guardian of Fire.

GUARDIAN OF FIRE

When you arrive at the Guardian of Fire for the last time, walk forward and the wall drops to reveal a large room consisting of a ledge around a pit, with a platform in the middle. Circle left, but stop as you reach the opposite side of the room. The large-bricked section of the wall opposite where you arrived is a huge panel, which pushes you into the pit should you venture in front of it unawares. It doesn't happen real quick, however, so inch out in front of it to trip the trap, then backstep.

At the same time the trap trips, a switch elevates on the center platform. Jump to it from the place where you first entered the room. Throwing the switch opens a doorway at the other end of the bridge, which actually terminates short of the landing, so give a little hop. Exit the room and hang a left, angling for the teleporter back to Seven Portals.

SEVEN PORTALS

One last stop at Seven Portals . . . or is that two? To fight your way to the end of the Hub, venture beyond the large gold door—the only one that had yet to open. We'll assume you'd like to take a quick trip to this Hub's Secret Mission first, however. If you walk to the other end of the courtyard from that final gold door and hop into the small waterfall you find there, you're off to Bright Crucible.

SECRET LEVEL: BRIGHT CRUCIBLE

Get the attention of the Afrits and clean house. If you jump off the central area, expect serious Chaos Serpent trouble below. As you begin the mission, the first area you want to access is to your right. You'll find a building there with a lift in front, which takes you to an upper level.

From that roof area, follow the hallway, killing far too many Centaurs en route to a room peppered with fireballs. Taking the Heart of D'Sparil from the center of the room shuts off the trap. Proceed up the stairs and into the outer area once again.

Your next destination is a lift just like the first, on the opposite side of the large courtyard. Make your way along the ledge, slaying Chaos Serpents as you go.

Up the opposite lift, traverse another long hallway to discover a large stained-glass window. Charge it with your weapon, flailing to gain entrance, and quickly run to the center podium to place the Heart of D'Sparil. That'll stop the fireballs.

Now bust the window on the opposite side of the room and return outside. Notice that a stairway has risen from the slime, letting you climb back to where you first entered the level. Check behind the pillar you face as you ascend the stairs to discover another stairway leading up.

Upstairs, a load of losers tries desperately to keep you from an Icon of the Defender. Once the prize is yours, make your way to the far end of the level and down the slime river to find the teleporter back to Seven Portals.

SEVEN PORTALS

Back at Seven Portals, clean house behind that large gold door, now open. The monsters behind the bars won't be able to get at you until you throw the nearby switch and open the doors.

Through the open doors, the teleporter you can see across the blue bridge (yes, it's safe) is the big exit, and you'll also claim the first portion of your Superweapon on that landing. Notice that you can also leap to a small opening in the cliff wall, on your left as you face the final teleporter. If you

do, you'll battle Chaos Serpents for this Hub's one and only Wings of Wrath, which you might use to backtrack and stockpile before taking the final plunge.

HUB #2: SHADOW WOOD

The big-picture task of the Shadow Wood Hub is opening the large silver door, thereby gaining admittance to the final testing ground between this Hub and the next. In order to do that, you must first solve puzzles that light up each of the six panels that surround the silver door.

SHADOW WOOD

Through the portal of the cave where you appear at Shadow Wood, bear to the left while you thin out the locals. You should find an avenue with a large staircase, leading to a huge metal door. Inside, hang a left and follow the hallway around. When you've completed a circuit back to near that large metal door, keep going up the stairs and you'll discover that a narrow hall has opened at the top, on the right. Inside you'll find your third weapon. Now return to the hallway outside and jump down to the left. You'll see another avenue has been revealed.

In the cave beyond, you'll find plenty of goodies, but also some serious crusher traps. Save often, and gather whatever grins you before angling to the right, relative to where you entered. There you'll find a teleporter, which takes you to the Caves of Circe.

CAVES OF CIRCE

Notice as you arrive that the exit teleporter is on your left. Now hop down and battle some Chaos Serpents, then look to your right for the opening to a cave. Drop inside.

Dispose of the immediate source of hostility and take the avenue on the left as you drop into the cave. After a short distance, you'll see a small alcove on your right. Inside, near the left-hand wall, is a hole in the floor. Down you go!

In the hallway below, head to your right until you reach a three-way intersection. Take a left turn, and you'll enter a large room where you can claim the cave key. From the tunnel through which you entered, the one through which you should exit is in the far right corner.

At the top of that tunnel is another smaller room and a passage leading from it that looks like a mine shaft. Follow that shaft to its end, dropping through the hole in the floor. Continue on a narrow ledge, perhaps hopping

down to nab a Porkelator. Follow the path until you discover a teleporter, which takes you back to the beginning of the level. From there, hop in the teleporter to return to Shadow Wood.

Shadow Wood

You arrive back at Shadow Wood in the same room from which you departed. Nearby, a section of wall waits to lift you back to the temple upstairs. Make your way back to near where you started the Hub. Across from that small room, you'll discover a hallway. Just walk along the right-hand wall of the large area, and it'll find you.

The passage requires you to complete several jumps as you work your way along, with the ultimate goal being a switch on the cave wall. Once you've flipped the switch, return the way you came, and you'll see a teleporter has been revealed. Hop in for your first trip to the Wastelands.

Wastelands

From the point where you arrive, pass through the short tunnel and punish the monsters. Following the tunnel from that room leaves you on the floor of the large area, where you'll have to be cautious for large spikes rising from the floor. The avenue you want to pursue is the one on your left.

When the hallway splits, stick to the right. You'll pass an open doorway on your right shortly afterwards, but keep heading down the hall. A few zigzags past that open doorway, you should discover a stone slab on the left-hand side of the hall. Press the slab, and it revolves to allow you access to the room beyond.

Follow the walkway and then bear right. You should find another path across a lava room. When you claim the cave key at the end of the walkway, it splits into chunks behind you. Hop your way back to safety, then backtrack to the teleporter where you arrived at this level.

Shadow Wood

Exit the alcove and angle left towards the stream. Hop in, and float with the current until you come to a set of iron bars. Nearby, you'll find a stairway to climb.

From the ledge at the top of the stairs, jump to the center island in the slime and throw the switch. Massive columns around the room rise. Hop down to slime level and look near the point where the stream enters the room for another switch. That one raises the bars across the stream, allowing you to trek back to the ledge above.

From the ledge once again, hop along the now elevated columns to your left, and eventually gain another larger landing with a switch. The switch

raises a stairway around the structure in the center of the area nearby. Climb the structure and collect the goodies, throwing the switch to disable the traps and access the nearby teleporter to Darkmere.

DARKMERE

Arriving at Darkmere, you'll have to do a little lumberjacking to gain entrance to the level proper. That accomplished, wade through the swamp to the large building, and continue through the door on the opposite side. Shortly, you reach a large room with a wavy slime floor.

Climb the stairs at the far end of the room and note that one of the statues has an unlit urn in front of it. Light the fire by pressing the **[Spacebar]**, and a door opens nearby. Throw the switch you find on the wall of the small room.

When you exit the small room, look for an opening on the wall to your left. Inside and to the left you'll find a small door hiding a switch, and there's another switch straight ahead of you as you enter from the slime room—down the hallway and just around a left turn. Finally, to the right is a passage for you to explore.

Through the passage, enter the small building and activate the switch on the wall. For reference sake, this is the Small Building. Return to the outer area and follow the slime current into another large room. Make your way to the dock before the current drags you over the slime falls. Climb up on the dock and push a switch you'll find there to enter the structure.

Inside, circle around the central tower (don't climb the stairs; circle to the back of the tower) and locate a small door. Traverse the halls to the well beyond and jump inside. Press one of the two switches you find, and the water level rises to allow your exit. From there, backtrack all the way to the previously referenced Small Building. You'll see that the locked room is now open, allowing you to claim the castle key. Now make haste back to that tower encircled by the staircase.

At the top of the tower, open the door and slay the inhabitants. Also, bash the two suits of armor; there's a switch hidden behind one of them. Return to the bottom of the tower stairs, and look to your left for a stairway leading down into the floor. Follow that passage to a large dining room.

At the far end of the dining room, face the seal on the wall and turn left. If you press the wall at the back of that alcove, it'll slide back to reveal a hallway. Follow the hallway to a lift (activated by the switch).

The room beyond holds the swamp key, though claiming it can be one long ordeal. When you step into the room, the walls rearrange, and you

have to wind your way through a series of poisoned dart traps to lay hands on the key. Then, the walls change again, and you're forced to choose between three avenues of escape. Two are filled with fireballs, the other poisonous darts. Two of the halls also feature invisible teleporters at the end, which return you to the previous location of the swamp key. Save the game before you take your guess, and if you blow it, reload and go with Plan B.

One note: If you guess wrong the first time through the three hallways, you'll be transported back to the swamp key area. On your second pass, you'll also be teleported again; it always seems to happen on the second try, regardless of which avenue you choose. Therefore, if you miss your first guess, go through whichever avenue you pick next two times. The first time, you'll be teleported automatically, but that's no guarantee that the hallway wasn't actually the correct one.

If none of this makes any sense, just sprint through over and over again until you make it. There is no additional charge for this advice . . .

Ride the lift back down from the swamp key room and return to the dining room. In the fireplace, opposite the niche where you previously discovered the false wall, you'll spy a switch. Press it, and climb the stairs revealed. At the top of the stairs, open the door on your left, then bear right to find a stone stairway leading up. On the landing above, activate the puzzle switch before returning to the castle below (don't get in the teleporter!).

When you climb back upstairs, turn around and look on the wall for a door. Inside is a lift, taking you up to a ledge. Hop down from the ledge and follow the tunnel. Where it branches, take a right.

Cross through the large room and enter a small alcove with two statues. Behind the one on the right is another puzzle switch. Backtrack across the room, making sure to take the same tunnel you arrived by (hint: it's the only one with stairs leading up). This time, when the tunnel forks, take the right-hand path—the one as yet unexplored.

That path terminates on a ledge where you'll recognize the magic bridge effect. Cross the blue diamonds and head for the Small Building to locate a teleporter. Hop in for the trip back to Shadow Wood.

SHADOW WOOD

Return to the Wastelands teleporter. Remember, it's the one almost directly across from the large area near where you began the Hub.

WASTELANDS

Retrace your steps just as you made the trek last time, but enter that open door on the right, down the long hallway instead of bypassing it as you did before.

At the back of that room, you'll find two teleporters behind bars, made accessible by the cave key. Drop the barriers, then utilize the floor teleporter—not the wall-mounted variety.

Still in the Wastelands, slay the Afrits and climb the magical stairway that appears. Throw the puzzle switch you find up top, then retrace your steps to the stairs leading upward, near where you ascended the magic staircase.

Up those stairs, bear right and start cleaning house. You need to kill a goodly portion of the local monsters before another avenue opens up. When you reach a large open area (with a ledge above it), two darkened doorways and a large darkened area beneath an overhang—it's the large area beneath the overhang that you want to investigate.

Keep clearing the narrow passages until the walls fall, then look on the other side of the large slime pool for some steps leading up to a doorway. Through the door, press the switch on the wall beyond, and head for the nearby temple.

Climb the steps to the temple door, and enter. You may have to get a running start at the door, or whack it with your weapon. It can be a little sticky. Inside is a teleporter, but before you take the trip, circle around behind to find another puzzle switch. Trip the switch, then in you go.

DARKMERE

Just a quick trip through Darkmere. Upon arriving, make haste for the exit teleporter, near the Small Building, and journey on to Shadow Wood.

SHADOW WOOD

From Shadow Wood, you're headed for the Caves of Circe one last time. Trek over to the large Shadow Wood temple, go inside and follow the hallway to the left. When it turns to the right, look for the switch on the wall that'll access the lift down to the Circe teleporter.

CAVES OF CIRCE

Back at the Caves, traverse the same ground as before, up until the point where you drop through the hole in the floor of the small room. This time, continue past the room and look on the left-hand side of the hallway for another entrance. The room has a low ceiling, as does the stairway you want to explore.

Follow the stairs to the top, open the door and throw the puzzle switch you find on the wall of the small room. Ignore the teleporter; instead, head back for the temple of Shadow Wood, specifically the location where you picked up the cave key so long ago.

Continue to the room with the tunnel that looks like a mine shaft. There's also a small, fast-moving stream along one side of the room, and just inside the stream area is a switch on the wall. Jump in and throw the switch, fighting against the current to make it inside the hallway that opens.

That's it for those switches! Head back to Shadow Wood as quickly as possible, and you'll see that the large door in the temple, now flanked by lit puzzle panels, is open. Time to hack up the Hypostyle! Stock up on goodies, then take the teleporter when you're good and ready.

HYPOSTYLE

The Hypostyle is a large collection of battle chambers which you'll access in random order. Some notes on each:

- ❖ In the room with the horde of Centaurs, pick up another piece of your Superweapon, and push all three wall switches to exit.
- ❖ In the room with the Afrits and the crushing columns, you need to gain the stage at the far end of the room. You can either hop across the columns, or wait for the ones nearest that far end of the room to lower, then dash across the lava for a hot-footed ride up. Push the switch to open the door.
- ❖ Dispose of the monsters in the lava-floored room and throw the switch on the wall. Turn and look at the bottom of the pool behind you, and note the symbol that has appeared. Now cross the newly elevated bridge to a room with more symbols on the wall. Step up to the one resembling the symbol in the pool, and activate it with your Spacebar. You are now free to return to the outer area, and face the next test.
- ❖ In the room with the host of Chaos Serpents, you have to first gain the distant landing and press the switch there, then toggle the switch that rises from the floor near the entrance door to make good your escape.

Once you've cleaned out the four peripheral rooms of the Hypostyle, you can enter the large chamber nearby and battle the fearsome Death Wyvern.

Notice that the Death Wyvern can't hover. Therein lies its biggest tactical disadvantage. Note also that there's a pair of Wings of Wrath on the far side of the Wyvern's cavern from where you enter. If you can get to them, they can prove very helpful.

Back in the central chamber of the Hypostyle, you'll see two teleporters have been revealed. The recessed one will take you to the next Hub. The other returns you to Shadow Wood, where you can gain access to this Hub's Secret Level: Sacred Grove.

SECRET LEVEL: SACRED GROVE

Back at Shadow Wood, head for the small chamber where you first began the Hub. In front of it is a large jumble of rock which you can climb. Near the top, you'll discover a small room with a teleporter.

Your mission at Sacred Grove is simple: Throw the switch on the central column. That opens a door at the Forsaken Outpost up ahead. After stocking up, hop in the teleporter for the trip back to Shadow Wood.

SHADOW WOOD

Return to the Hypostyle and dive through the recessed teleporter (opposite the one that took you to Sacred Grove). Next stop: The Heresiarch's Seminary.

HUB #3: THE HERESIARCH'S SEMINARY

The Heresiarch's Seminary Hub centers around two different puzzles: the completion of a planetary mosaic and the illumination of nine wall panels. The cranked-up combat in the Seminary means you also have to be pretty comfortable with the controls by this point, and realize that survival is the goal here, not elimination of all hostile forces.

THE HERESIARCH'S SEMINARY

Clear the large area and enter the Seminary. The hall will be dark and crawling with Dark Bishops, so you may want to light a torch. In the main hall lies the incomplete planetary mosaic. At the back of the Seminary hall, on both the left and right, are small antechambers with three stained-glass windows. Break them all, and pull the switches behind them. Now double back to the opposite end of the large hall and you'll see that a passage has opened up on your left.

Traverse the hallway and clean out the large area beyond. Look to your right as you enter the area, and you'll spy two dead trees. Bring them down, and throw the switch they concealed. If you return to the hallway you just

passed through, you'll see that large wall panels are in motion. Many goodies await, including the final piece of your Superweapon, behind the second panel on the left.

When you've claimed the Superweapon segment, return to the hall and enter the revolving panel across from you. Press the small section of wall at the end of the long hallway, on your left as you enter, and elevators lower all around the perimeter. Battle the baddies upstairs, and claim the Icon of the Defender.

Now return to the hallway with the revolving panels and throw the switch on the wall. The stairs at the end of the hall will collapse, but it's not a trap. In the area where the stairs stood you'll discover a passage, and then several Dark Bishops to slaughter. That accomplished, walk across the front of the Seminary grounds to discover a similar Bishop den. Dispose of those, and head down the small hallway.

At a certain point while traversing the hall, you'll be teleported to an identical hallway across the level, and approach the room where you hacked the two dead trees. This time, you'll be standing on the ledge above. Throw the switch that you find, and hop down to enter the newly revealed teleporter.

ORCHARD OF LAMENTATIONS

Arriving at the Orchard, you'll want to angle left out of the initial room, and dodge quickly through the neighborhood. In that direction, you'll find a broad hallway leading to the orchard proper—a large tree-spotted area surrounded by a ledge.

When you've cleaned out the Orchard, drop down and enter the sunken staircase. The next area can be tricky; don't stop unless you're in a safe corner.

When you pull the switch at the bottom of the stairs, a hole opens in the floor. Drop through, and run immediately left. You need to get into that nearby corner area, or the floor resets and smashes you flat. You'll have to run to make it. Inside are goodies, monsters, and another switch. Throwing the switch lowers the floor once more, allowing you to advance (quickly) to the next area. Work your way around the perimeter in this fashion.

In the fourth alcove, across from the room's entrance, there are two switches. One lowers the floor, and the other opens up the center of the room. Lower the floor and make haste for the central chamber. That chamber also has a pair of switches—one that moves the floor and another that lowers a ledge outside. Throw them both, and exit into the hallway, towards the Orchard.

Exit the Orchard into the other large outside area, and you'll see the lowered ledges. Hop up the structure and find a slime stream at the top, and floating in it, one of the planetary jewels you covet.

When you have the planet, stand at the head of the slime stream, as you were when you first discovered the jewel, and turn to your left. You should be standing near a large stone block onto which you can climb. From there, you need to make a tremendous leap to the elevated walkway you can see nearby.

Follow the hallway from the ledge and you'll re-enter the Orchard proper, where a Porkelator now stands revealed. Claim the prize, then enter the hallway opposite the one you just traversed. You'll discover a ledge above the other outer area, and the sapphire planet, as well. When you have the second jewel, return to the teleporter that brought you here.

HERESIARCH'S SEMINARY

Back at the Seminary, exit into the large hall through the passage with the revolving panels, and turn right. At the far end of the hall, another passage is revealed. Pull the switch there to lower a nearby elevator, and ultimately discover a teleporter to the Silent Refectory.

SILENT REFECTORY

Arriving at the Refectory, you'll want to angle right as you leave the alcove, dispatching Dark Bishops en route to the switch at the far end of the crate-covered room. When you throw the switch, a staircase lowers at that end of the room.

At the bottom of the stairs is a teleporter, but circle around behind it instead of going inside. Clean that large room and throw the switch on the far wall. When you do, another planet jewel is revealed. Take the emerald planet and return to the crate room.

In the crate room, the next switch you want to throw is behind the boxes, about halfway down the opposite wall from where you arrived. You have to jump up, then look down to your right to see the alcove, which has a torch and a Bishop in it. Throwing the switch activates a secret elevator, to your left and about 10 meters away as you stand facing the switch. Ride down, climb the stairs, and throw the switch you find.

Return to the crate room to pull one final switch, this one behind boxes and just to the left of where you entered the level. Pulling that switch opens up a nearby hallway.

Down the hallway, buttonhook to the right when you enter the dining area, and traverse the winding, flashing passage. Throw the switch at the

end. Return to the dining area and cross the room, angling left to enter the large door. From that small room, choose the door on your left.

Slay the Bishops in the lava room, and press against the wall near where you entered. The panel will eventually revolve if you're persistent. In the room beyond, lay claim to the ruby planet.

Return to the dining area and cross the room to discover a darkened doorway. Dispatch more Bishops, and leap to the central column to acquire a sapphire planet. When you've claimed the jewel, return to the teleporter you bypassed awhile ago and head back to the Seminary

HERESIARCH'S SEMINARY

Now that you have all the planetary jewels, plug them into the mosaic. It might take a little doing, but the game won't let you make a mistake. If one doesn't seem to fit, adjust your angle slightly as you stand before the mosaic, and try again.

You now have access to the far end of the Seminary hall, and the three teleporters in that area. On your way, you'll also pass a large brick box in the middle of a room, which drops to reveal monsters and treasure when you're in the vicinity. This box always contains a random assortment of monsters and treasure, so if you're badly in need of supplies, you can always try your luck simply by approaching it.

Near the teleporters, you'll also see the nine wall panels you must light in order to battle the Heresiarch. Lighting them is your next hurdle.

With regard to the teleporters, they'll take you to different chapels corresponding to the symbols etched on each. Your first stop is the Griffin Chapel.

GRIFFIN CHAPEL

Exit the teleporter alcove and bear left across the room. On the opposite wall, you'll find a large section with a purple marking on top. Open the secret door, and throw the switch.

You can use the newly revealed switches in the outside area to clean the monster pens, after which you should make haste for the Wolf Chapel teleporter.

WOLF CHAPEL

Battle your way around the left-hand side of the Wolf Chapel, down the steps. When you turn to the right, look for a smaller staircase leading to a door. Throw the switch inside, and the large sealed door you just passed opens.

Through the open door, shake up the locals. Behind a small portal, just to your right as you enter, is another puzzle switch to throw.

Now continue to the other end of the long, column-lined room, and enter the area down the hallway. To solve one more piece of the puzzle, you must leap to the tops of the columns where you can see the Chaos Device and the Dragonskin Bracers. A nasty Dark Bishop ambush ensues, but after the battle, you can reach the nearby Krater of Might.

When you're quite through, return to the teleporters and head for the Dragon Chapel.

DRAGON CHAPEL

Clean the large area of bad guys and treasure, and then stand atop the slime altar to open a nearby hallway, a short distance down one of those avenues—to the right if you put your back to the altar. You'll find a puzzle switch. Continue in that direction.

In the room with the spinning cylinders, turn right and round the corner to discover a small elevator. On the balcony above, as you stand facing out into the large room, turn to your left and search the wall to reveal a secret door. Throw the switch inside, and jump down to the floor of the large room.

Double back to the spinning cylinders, and discover a new hallway. Battle your way down and throw the switch on the wall. Now go back and check the other long hall, across the large room.

In that hallway, in the same relative location as the spinning cylinders on the opposite side, turn to the right and press the wall in that area. Ride the lift up.

From the ledge above, jump off to the right—not all the way to the floor of the large room, but to another lower ledge. A room opens up adjacent, containing another puzzle switch. Now trip back to the Wolf Chapel.

WOLF CHAPEL

Back at the Wolf Chapel, again angle around to the left, but continue to the far side of the structure. Pass through the open door, dealing death, and enter the smaller door on your right. Pass directly through another door in that room, and enter a small chamber with a puzzle switch on the wall. Throw it.

As you stand facing the switch, the low cornerpiece behind and to your left is an elevator. Ride it up to a small nook and claim the Icon of the Defender, then return to the teleporters. You have one last stop before battle the Heresiarch himself, and that's at the Griffin Chapel.

GRIFFIN CHAPEL

Enter the chapel proper and turn right, up a flight of steps. In the room beyond, battle your way to the plateau, and solve another piece of the puzzle by reaching the landing. From that landing, shoot the stained-glass window, and a nearby ledge descends. If you search the back wall of the ledge, it'll drop to let you lay hands on the Porkelator.

Now make a quick trip to the area outside the chapel, and look on the stone floor for an arrow pointing off into space. If you line yourself up directly with the arrow and walk quickly over the ledge, a bridge will materialize to prevent your downfall. Follow the bridge, angling left towards the alcove. Throw the switch you find there, then walk the bridge to the other alcove. Hop into the teleporter.

Jump over the small gap between your arrival point and the adjacent room. When you do, the walls in the room begin to move restlessly. It's very tricky getting through this area. The object is to activate four skull switches in nearby alcoves, giving you access to another area nearby.

To enter each alcove, you'll have to search for a secret door while the walls bear down on you. The alcoves are located roughly in each corner of the room (there is a uniform pattern, as you'll discover) and are only accessible in a specific order. The first one you can get to is in the far right, as you face into the room. The second is at the near right, the third lies to the near left, and the final alcove then becomes the far left.

When all the skull switches have been thrown, it's safe to advance to the end of the long hall nearby and throw the puzzle switch you find there. A teleporter room opens on your left, which takes you back to the area with the magic bridges. Give a little hop when you reach the far landing, or you'll plummet to your doom. Head for the Heresiarch's Seminary.

HERESIARCH'S SEMINARY

Save the game, then go out front and meet the Heresiarch. Get in your licks on the run, and don't even think about wasting mana when he's got a defensive spell up.

When the Heresiarch finally succumbs, you have the option of visiting this Hub's Secret Level—Deathwind Chapel—before continuing on. To do so, enter the area behind the large columns, when the columns part to allow access. Ride the small elevator down, and enter the teleporter.

DEATHWIND CHAPEL

Deathwind is a nasty little place, so we'll note up front that it is purely optional. Unlike some of the other Secret Levels, nothing you do here will effect any other part of the game.

Hang a left as the level begins, and go through the wooden door. Throw the switch, and climb the stairs to a landing above a lava lake.

Hop off the landing into the lava and dash to the central structure. Inside, you'll discover an elevator that allows you to reach both of the side rooms overlooking the lava lake. Throw both switches you find in these rooms, then return to the central chamber where you rode the elevator up. A column has risen, and on it is another switch for you to activate. Exit the area by a hallway off the lava floor, leading back to a room you've visited before.

Along the opposite wall of this room from the ascending staircase is a descending staircase. Follow it to a large room, and work your way around the left-hand ledge. At the end of the walkway, jump over to the platform with the helmet on it. Now if you double back, past where you entered this large room, you'll find a short expanse of hallway with a newly revealed switch.

Back in the room where you began this level, head through the door that was directly in front of you when you first teleported in. Charge through the room beyond, before the trap comes up to speed and the columns squish you ingloriously.

Double back to the initial room of the level and go through the one door you have yet to open. Hammer the horde of monsters beyond, then check the wings of the room (right and left) for teleporters. Passing through each, you find a switch to throw, and another teleporter that returns you to this room. Go throw both switches.

Back in the large room, you can now venture through the door at the far end, cleaning house and collecting goodies that include a Krater of Might. When you're finished gathering loot, return to the teleporter through which you arrived, and head back to the Seminary for the trip to the next Hub: Castle of Grief.

HERESIARCH'S SEMINARY

Through an open portal off the large hallway, battle Chaos Serpents for a pair of the Wings of Wrath. When you claim them, the teleporter to the next Hub appears. Use the Wings to collect any goodies you might need, and take the plunge.

HUB #4: CASTLE OF GRIEF

Hexen's fourth Hub is a frantic slugfest, with monsters clamoring for your hide non-stop. There are two major puzzles involved in exploring the Castle: Placing missing gears in a huge clock, and also locating the axe key. Neither of the puzzles is really tricky, but the frantic pace of the combat will keep you from having too easy a time of it.

CASTLE OF GRIEF

To enter the Castle, you'll have to hop down into the moat and pull both switches you find there, on either side of the drawbridge.

Once inside the Castle, circle around to the right of the large central structure, and enter the first doorway on the right. Claim the clock gear lying on the floor, ready for a Bishop ambush.

Continue to skirt the central structure to locate its opening. In the center of the circular chamber rests another of the clock gears you covet. Before you leave this area, climb to the ledge nearby and throw the switch you find there.

To get the next two gears, you have to throw a number of switches inside the castle and also around the outer perimeter. The first set of switches is located in the five major towers of the Castle.

After you've thrown the switch near the last gear you acquired, exit to the front of the Castle and turn left. You'll see the elevator there is now functional. Hop on and ride up. In the room upstairs, throw the skull switch, then continue along, walking on the top of the Castle wall. Soon you'll come to another similar room, with another skull switch to throw.

Continue onward, and when you realize you've gone halfway around the Castle, hop down and ride the elevator up to explore the other half. You should throw the fifth skull switch in the final tower, after completing a full circuit of the Castle wall. You won't receive any special message. When you've thrown the final switch, retrace your steps slightly to just outside that tower, on the walkway you came from. Turn to your left and jump over the wall, and you should land next to one of the outer-wall switches you need to toggle to complete the final segment of the gear puzzle.

Exit that alcove, angling away from the moat and towards the back of the castle. As you approach a teleporter, the walk turns to the right. Just around that corner, past a boulder, you should spy another switch on the outer wall.

Continue around the Castle. The next switch lies past the rear elevators, near a cluster of Discs of Repulsion.

The final switch lies just shy of the moat as you circle around, in the same relative position as where you found the first switch on the other side of the Castle.

Now enter the Castle through the front door and head for that inner circular chamber once more. You'll see that a ledge has lowered, onto which you can climb and acquire the third clock gear. One more to go.

Exit the circular building through the large opening and look to your left. That closest building should have an open doorway, and a long stairway leading down to the last clock gear. Bum rush your way through the fireball trap to escape.

Now that you have all four clock gears, it's time to put them in motion. The clock room is straight in front of you if you enter the Castle from the rear, between the two elevators back there. Slay the monsters, and highlight the different gears to put them in the proper boxes. You have to slide open the panels before you can insert the gears.

Once the clock is running, it's on to round two. Head for the teleporter you saw while circling the Castle. Next stop: The Forsaken Outpost.

FORSAKEN OUTPOST

Work your way out of the small system of caves, angling to the right to find a ledge along the cliff face. From there, gain the landing of the Forsaken Outpost.

Inside, pass by the fountain, and hang a left past the large stone columns. Traverse the short, dark hallway and turn right to find a small room with a switch on the wall. Pulling the switch opens up another room behind you, which you should explore.

Grab the book off the dais in the newly revealed room, and keep right on running. Much better to lure those Bishops through a small hallway, if at all possible

In the area across from where you emerge after acquiring the book, search the small room for the rusted key in a wall niche. Continue on, hopping across the stone pillars in the next room to throw a wall switch on the distant ledge. Now walk back past the fountain and use the rusted key to open the door at that end of the room.

Kill all the Slaughtaurs, and be ready for another wave or two. The object of the battle is to push the four switches in the small chambers adjacent to the main room. Once that's done, the far wall of the room opens up and you can claim more reading material. If you threw the switch back in the Sacred Grove, the panel behind the book slides when you grab the prize and a

teleporter is revealed. That's the gateway to this Hub's Secret Level: The Desolate Garden. If you're going to take the trip, you might as well do it now. Be warned that there's a lot of combat in the Garden, and not a lot of payoff.

SECRET LEVEL: DESOLATE GARDEN

Your first order of business in the Desolate Garden is to throw all eight of the switches that ring the large area. Unfortunately, the switches are mounted on stone slabs that rise and fall, so you just have to be patient and hit a switch when the opportunity arises. You'll also get to battle bad guys every time you throw a lever.

When you've throw all eight switches around the perimeter, the one in the central pool rises up. Throw it, as well.

Now you're free to raid the outer hallways of goodies. At one end, you'll discover some weapons and an area too narrow for you to squeeze through, although you can access the other side by entering the opposite side of the large room. Once you've explored both halves of this area, a small room in-between opens up, bestowing a Krater of Might.

Once you've claimed the Krater, take either of the stairways up towards the other end of the large room, and you should discover that a teleporter has opened. That's the trip back to the Forsaken Outpost.

FORSAKEN OUTPOST

Trek across the level to the teleporter, and head back to the Castle of Grief.

CASTLE OF GRIEF

Enter the center circular chamber and note the lift slowly rising and falling. Climb aboard, and throw the switch you find up top to trip to the Gibbet.

GIBBET

Throw the switch on the wall ready for combat. No, the room you sink into is not the same one you departed. When you've cleared a path, aim for the passage directly across from the ledge where you appear.

In that hallway, search the bookcase on the left and you'll enter a hidden library. Dispose of the local bookworms, and proceed forward, circling around the stacks to your left. A bookshelf on that end has a special demon's head atop it, and a row of books with titles that spell out "KORAX . . ." almost. Use the two books in your Inventory to complete the spelling, and the lights in the library go dim. Several of the shelves lower to unleash Bishops, though some hold more interesting items. Your third weapon, for instance, and also Yorick's Skull.

After grabbing up the skull, return to the large circular chamber and hang a right in the outer hallway, passing through that portal into a large room of Bishops. On your right as you enter, at the far end of the room, is a stained-glass window that hides a switch. The switch allows you to reach the statue of Yorick at the other end of the room. Replace his noggin, then ride out the subsequent earthquake. When the shaking subsides, retrace your steps to the center of the circular room. Activate the teleport switch revealed in the pool, and take a trip to Effluvium.

EFFLUVIUM

Traverse the initial hallway, stopping at the third alcove on your right to activate a wall switch. Pass directly across the slimy room, and walk to the end of that hallway. Pivot to your right when the passage dead-ends, and you can jump up on that ledge to access another room.

Directly across from the ledge where you enter the smaller room, search the wall for a secret door. Clear the area upstairs of Slaughtaurs, and look around the left to locate the dungeon key resting in a window. Once you have the key, head back towards the point where you arrived at the level. As you approach the end of the hall, look in the last alcove on the left for a teleporter back to Gibbet.

GIBBET

You arrive back in the Gibbet's central pool. Hop out and investigate the same hallway where you passed through the bookshelf previously, this time utilizing the same technique on the right-hand shelving.

In the bed chamber beyond, you need to throw the switch behind the Dragonskin Bracers, but it can be a risky proposition. When you do so, the large wooden section of floor drops from beneath your feet. Stand close to the switch and throw it, however, and you'll still be perched on a tiny ledge. Turn around, get yourself hopping and hold down on the **[Shift]** key. It's tricky, but if you time a forward burst with your hopping, you can spring to safety. If you want to really style, you can do the same trick, leaping backwards at the instant you throw the switch. Just get hopping beforehand.

When you've thrown the switch, open the double doors on the opposite side of the room with the dungeon key, and clear the area. Around the corner to your right is a small antechamber with a switch for you to throw.

Return to the bedroom, and you'll see that a hallway has opened. Jump in the hole in the floor and access the teleporter for a trip to the Dungeon.

DUNGEON

Welcome to the Dungeon! Bear right when you enter the lava-pool room, and pass down that corridor. A column near the rear has a wall switch you need to toggle. Now return to the lava-pool room.

Back upstairs, the bars have fallen from in front of a portal, and a wooden beam also dropped away, allowing you access to another switch. When you hit the switch, a Slaughtaur teleports into the large circular room. In fact, the next six times you hit the switch, a Slaughtaur appears in one of the nearby cells. Finally, on lucky number seven, a switch appears on the large column which the cells face. Throw it, and return to the lava-pool room.

Back near the lava, look to your left and discover a newly revealed passage. Follow the corridor proper, as it makes a left turn around a large area. When you've circled around to the back of the large area, you'll see another corridor branching away to your left. There are other openings, but this one is obviously a hallway. It terminates in two rooms of torture victims. In the right-hand room, where the victims are dripping from the ceiling, there's a secret door on the back wall. Follow the corridor beyond to a room with a wall switch. Hit the switch, then pass through the corner portion of the room that rises. Ahead and on the left, another hallway has opened.

Follow the hallway, and clean the small circular room where it ends. Hang a right, bypassing the stairs, and look in the first alcove for a switch to throw. If you head back down the hallway from which you entered, you'll see an opening on the left where there wasn't one before.

In the small room beyond, hop into the slime stream, and explore. One of the avenues dead-ends, and the other plummets you toward certain doom. At the last minute, as you fall to your death, a teleporter activates, and it's back to Effluvium.

EFFLUVIUM

Hop down and follow the slime current. In the room where the slime stream empties, toggle the valve on the wall and the slime begins to rise. Float up to the niche above, claiming a valuable prize before you spin that valve, lowering the slime once more.

Make your way back upstream, and you'll see you can hop up in the widened area to reach relatively familiar ground. Down a short passage from that wide area is one of the alcoves off of that hallway where you made your first Effluvium appearance.

Head back as if you were going for the dungeon key again, but this time, pivot left in the hallway across the slime room, and hop up to explore new territory.

Clear the monsters and walk along the left-hand wall at the edge of the slime pools there, to discover another valve. Spin it, and the slime level lowers in the pools on either side of you. Jump down into the pool on your right to discover a passageway.

Search the back of the small room to open a secret door, and proceed at a run. There's a drop-off under the water, and you have to run to get across it, or you'll fall to your death.

In the room down the short hall, wage war and don't go eating the mushrooms. Throw the switch on that landing to reveal a teleporter, which takes you back to the Forsaken Outpost.

FORSAKEN OUTPOST

Hammer the bad guys. This is your quickest trip to any level in the whole game. Walk forward about 10 meters, and the torches on either side of the door light up. You'll get a message that something has opened over on Gibbet. Turn around, and take the teleporter back to Effluvium.

EFFLUVIUM

Back in the room you left moments ago, search the rusty column and it activates—a lift leading back to the hallway upstairs. Use the teleporter in the alcove to head for Gibbet.

GIBBET

Back at the Gibbet, exit the circular room and traverse the hall that runs around the perimeter. Off of that perimeter hallway you'll see a new opening, furthest from where you exit the large circular room.

On your right as you enter the room is a large cell, and when you approach the suit of armor in the corner, the center podium in the cage lowers to reveal the axe key. Smash the armor and grab the key.

The axe key opens the only portal you've yet to explore off the perimeter hallway. Go there now.

After the initial wave of monsters in this room, approach the throne where you see the Icon of the Defender, and a host of Afrits joins the party. They'll be followed by Chaos Serpents and Dark Bishops. When the last of those bad guys sucks dust, it's time for *Hexen*'s second Heresiarch. The door will have sealed behind you at this point, so stay mobile, and use the room's obstacles to bring the big guy down. Don't neglect that Icon of the Defender, but do save some goodies for Korax.

When the Heresiarch keels, a teleporter to the next Hub opens nearby. Use those Wings of Wrath to speed back for any supplies you might want, then hit the gate. Next stop: Necropolis.

HUB #5: NECROPOLIS

The final Hub of the original *Hexen* release can be a bit of a doozy, though if you've hammered your way through the bad guys up to this point, you're as ready as you'll ever be. There are super-tough bad-asses representing all three of the character classes just ahead, and when you're done with them, it's time for a little Serpent Rider named Korax.

NECROPOLIS

Clearing out the Necropolis can be a long and taxing process. More monsters than you have ever battled before wait to welcome your arrival, as flocks of Reivers rise to greet you. Keep plugging away, usually from the alcove where you arrive. If you want to explore the area without opening any doors and dispose of all the Reivers you rile up, that's probably prudent. Your first stop is to restock your supplies before beginning the big battles, so you can dump some ammo here and not be desperate later.

When the coast is relatively clear, return to the alcove where you began the Hub. From there, exit straight forward, and pass the crypt on your left. Continue towards the door across the graveyard, turning to the right as you approach it to discover a passageway. Follow it to another open area.

To your left as you enter the large area, you'll see a cluster of Discs of Repulsion. The teleporter there takes you to the Vivarium, where you can reload. Once you travel to any of the other ancillary levels of this Hub, that portal will seal, so go get everything you can carry right now.

VIVARIUM

Arriving at the Vivarium, you can gather mana from the large crusher areas in front of you, providing you're quick about it. There's also a trove of goodies behind you when you arrive, protected by an immovable wall.

In order to get at that protected stash, you'll have to go to the far end of the room, left or right, and allow yourself to be blasted by the traps you find there. Yes, it's time to make a pig of yourself. The small golden projectiles do the trick. You can now crawl through the small opening in the wall and load up. If you search the large wall, it'll pull back to let you exit, but you'll have to turn and run for the small pig tunnel to avoid getting smashed. There's an alcove there that'll save you.

Back out on the main floor, hang a left and push your way through the stained-glass window near the trap. It's actually a revolving door. Climb the stairs and collect the stash before hopping back down to the floor of the large area. Repeat the process on the opposite side of the room.

Now investigate the long section of wall where you can see the ledge above, opposite where you arrived at the Effluvium. If you whack either of the tall statues near the center panel, or shoot the statues with your Superweapon, the ledge lowers for you to climb aboard.

Up on the ledge, approach the Maulotaur statue and its basin ignites, opening a portal behind you. In that direction you'll see the teleporter back to Necropolis. Stock up, and check behind the teleporter before you enter it!

NECROPOLIS

Time for the trip to Zedek's Tomb. Exit the alcove and hug the right wall, hopping up on the ledge there. Follow that path, and you'll discover a door on your right, surrounded by brown rock.

Deal with the Centaurs behind the door, realizing that as soon as you see a clear path for the teleporter at the other end of the room, you should go for it.

ZEDEK'S TOMB

Deal with more Centaurs, and sprint through the wide passage where the steel pillars begin to move upon your entry. When the last of the pillars supporting the ceiling retracts, anyone left in the room gets a lot shorter in a big hurry.

Continuing forward, open the small door, and break up another Centaur party, then push the skull switch halfway down the right-hand wall. Double back to the hallway you just came through, and you'll see that another passage has opened.

Throw the skull switch halfway down the hall, and brave the horde of Centaurs and Slaughtaurs that emerge. If you're the Cleric, you might even consider lacing the corridor with Flechettes before throwing the switch. When the battle's won, continue down the hall, and you'll see another segment has opened.

Throw the switch in the opposite hallway and clean house. In the antechamber behind you as you threw the switch, on the other side of the Porkelator pedestal, is another switch to toggle.

When you throw the switch in the antechamber, turn and look at the three panels on the wall behind you. Memorize the shapes and sequence.

Head back for the room with the pillars, where you threw the skull switch to access those two hallways. Across from the skull switch are three familiar panels, which you must manipulate (with the **Spacebar**) to match the ones in the other room. be quick, or the ceiling will most definitely smash you flat. If you successfully configure the panels, the ceiling stops dropping, and the door at the far end of the room opens. Zedek awaits.

If you circle around behind Zedek as his dais rises from the floor, you can get in a cheap shot at his back that pretty much decides the battle. When he's dust, grab the glaive seal off the floor nearby, and beat feet for the teleporter back to the Necropolis.

Necropolis

Time to visit Menelkir's Tomb, the entrance to which lies through the door directly across from the alcove where you began the Hub.

In the room beyond, dispatch the Dark Bishops and test the door at the far end. It'll open a crack, then slam shut again. When it shuts, switches elevate around the room, and you'll have to pull them randomly until you find the right one. All but that certain, special switch will invite monsters into the room. Finally, you'll toggle one and the large double doors open wide. Hop into the teleporter.

Menelkir's Tomb

To get at Menelkir is a relatively simple task, once you understand the rules of access here at his Tomb.

To reach the inner sanctum, you have to progress through four small rooms and four large rooms that encircle the battleground. To get from one room to the next is a simple matter of matching patterns.

In the small rooms, open the wall panel that matches the marking on the center stone block. In the large rooms, open the panel that matches the pattern on the room's floor.

When you've made it all the way around the circuit, pull the switch in the room that's divided in half by the ice plank. Turn around and you'll see an elevator has lowered at the other end of the plank. Run over and ride up.

Once you've sent Menelkir packing, a teleporter opens nearby. Be sure you grab the sigil of the magus, on a low dais to the right of the gate, before you take the plunge.

Necropolis

Back at the Necropolis, open the door to the large crypt building and dispose of the locals. Notice that one of the slabs here is not like the others. Stand

on it, and it lowers to reveal a switch. Pull the switch, then ride the lift back up to see a passage has opened off the small room.

Pull the switch in the newly revealed room, and ride an elevator down. Explore the small stone area to discover a ledge with a switch, which opens the nearby teleporter to Tradactus' Tomb.

TRADACTUS' TOMB

Fight your way out of the cave and explore the long hallway. At the far end, an elevator lowers you to a darkened room full of Dark Bishops. You can stay and fight, or ride the lift back up again to deal with the Bishops a couple at a time.

Follow the long hallway straight and then to the left, where you'll come upon a door. Open the door, dispose of the Bishops, and throw the wall switch you find after saving the game. It's party time.

Turn around when you throw the switch and run over to get the Discs of Repulsion in the large room. You'll need them to help fend off Tradactus' Wraithverge attacks.

When the last of the big three succumbs, claim the holy relic. You can head back for the Necropolis presently, though it's worth your while to linger a bit in this tomb.

Specifically, if you go back to the area where you threw the switch to summon Tradactus, you'll see there are two more switches down the short avenues, right and left. If you throw the one on the right, you'll open a hallway off the main triangular route. Explore that small network of tunnels, and you can lay hands on an Icon of the Defender. That might come in handy for the battle ahead

Head back to the Necropolis via the teleporter near where you arrived at this level.

NECROPOLIS

Back at the Necropolis for one last stop, throw the switch nearby when you arrive. The large lift lowers to bring you back up to the main floor of the level. Exit the crypt and turn to your right to locate the final portal you've yet to open.

You should have three various magical items in your Inventory now—the treasures you picked up after defeating each of the (rather pathetic) Boss Monsters. Plug them into the panel next to the door. Gather up the mana, and take your final trip of the fifth Hub. Destination: Dark Crucible.

DARK CRUCIBLE

Yow! Korax baby, the medieval motif is out.

Cross the swaying bridge and enter the stronghold. In the small antechamber with two wall switches, you can give a pull if you're in need of mana. Pull both switches, then pull the switch on the stairway you just ascended. Some goodies appear near the two switches. If you try the trick too many times, however, Dark Bishops show up to temper your enthusiasm.

When you're ready, open the large doors onto Korax's chamber. Whip out an Icon and slap him around a little. He's one tough evil-doer, so be sure to read the quick tactical summary at the beginning of the *Hexen* section for more tips if you keep getting whacked. And watch out for those floor spikes! They'll ruin your day, even with an active Icon.

Basically, pound on Korax until he teleports away, and then quickly hammer his minions. When the last of those bites the dust, the second set of large doors opens and you can face Korax once again.

In the second room, you'll have to contend with a shower of fireballs, as Korax teleports around at a rapid pace. Stay mobile, and use a distance attack from this point on. It's unlikely Korax will let you close the gap, now that you've got him on the ropes.

Expect a horde of Chaos Serpents as the end nears, and if you're playing the Cleric, don't be afraid to use a few Flechettes on ol' Korax. You'd be surprised what a pushover that can make of him.

Once Korax dies, the teleporter opens nearby that ends the fifth Hub. Did someone say *Deathkings*?

HEXEN: DEATHKINGS OF THE DARK CITADEL

Past the original five Hubs of *Hexen*, the good folks at Raven have seen fit to release a sequel of sorts—three add-on Hubs dubbed *Deathkings of the Dark Citadel*. Fresh and fiendish, they may be just the thing to get you off that *Duke Nukem* kick

THE BEGINNING: RUINED VILLAGE

As with the original *Hexen*, *Deathkings* begins with a small starter level for you to explore. If it's been a while since you've hammered through *Hexen*, this makes a nice refresher course.

RUINED VILLAGE

Welcome to the Ruined Village. A large knot of nasties await at the other side of this large area, so take advantage of the initial calm to grab your second weapon out of the second niche on your left. Clean out the area enough to buy a little breathing room, once you've upgraded your arsenal.

At the far end of the open area, enter the small darkened room with the sniper slit by searching the wall to the rear. The skull switch inside opens a portal nearby.

Advance up the large staircase and turn left at the statue. Expect an ambush as you continue, and notice that the statue's urn lights at about the same time.

At the top of the second set of stairs, look behind the pillars on the right before you venture into the yard beyond. You'll discover a secret door to a landing above the courtyard—a good place for sniping, and also where you'll pick up a segment of your Superweapon.

Traversing the sidewalk, take your first left and slay the Ettins inside the building. Grab the Torch and Shield. Exit through the opposite door of the building, and jump into the well for a Porkelator. When you claim the prize, the water level rises to allow your escape.

Continue hugging the left wall, and make your way through the trees to the stream bed. Near the waterfall, you'll find a skull switch. Throw it, then head for the building where you could see the Discs of Repulsion on the upper deck. The lights are now on, and the Discs are accessible. In the small room between the entryway and the Discs, spin the valve on the wall to open up the waterfall.

Behind the waterfall, run to your left to avoid being carried away by the current. Collect the goodies, and throw the skull switch, eliciting the message that a door has opened in the chapel. Jump in the stream and let the current drop you down to near where you started the game. You'll see that two massive stone blocks have risen, giving you access to a teleporter. Hop in, and you arrive inside the third building in the area upstairs.

Search the stone wall to lower a lift, and be ready for action in the room upstairs. It's usually better to charge outside and find a better vantage point

than it is to stay and slug it out. When the coast is clear, take the silver key off the table.

The silver door is actually very close to where you began the introductory level, concealed by a short narrow hallway. Kill the Afrits within (there's also one in the urn) and throw the skull switch. That raises the central fixture outside, exposing the teleporter to Blight.

Yes, there is an area here—specifically a teleporter in the outer courtyard, beyond the statue at the top of the stairs—that you haven't been to yet. Don't sweat it. You'll be back. For now, onward to Blight.

HUB #6: BLIGHT

The first Hub of *Deathkings* is a familiar theme for those who whacked their way through the original *Heren*. Here, you'll have to complete a mosaic of planetary jewels to open the final teleporter. Begin by acquiring all four of the keys that you need, and the process becomes considerably streamlined.

Blight

You arrive at Blight near a disturbingly familiar planetary mosaic. (Why is it all these evil freaks have some weird astrological fixation?) If you search the area between the small, low windows, several nearby alcoves open to aid your quest.

Plink away at the Slaughtaurs from up above, and when the coast is relatively clear, hop down into the area outside. Clean out that area, passing through each set of large gold doors. The doors may be sticky, but get a run at them if that's the case, and they'll open up.

Down each of the open hallways you can see off this central hub waits the key that will open the closest door. Behind each of those locked doors are teleporters to the ancillary levels of Blight.

Since you'll need all the keys to effectively explore all the ancillary levels, now's a good time to run around and claim them. You can acquire the keys in any order, though some of the avenues contain less mana or demand more combat than others. Our recommended order of approach:

♣ Emerald Key

Clear the descending stairway, using the niches to your left to snipe into the nearby area. At the bottom of the steps, realize that you'll be sealed in the emerald key room upon entry. When the battle is through, pushing the switches on the other side of the three stone

blocks opens the doorway back up again. The switches also open two small rooms in the hallway outside, containing valuable prizes.

♣ Cave Key

Just inside the entryway near the cave key door, look to your left and find a hidden portal. Inside the small room is an Icon of the Defender. Save it.

When you've dispensed some death in the stairway, a large stone block rises on the left, and access to another set of stairs is granted, this one heading up. If you continue to the bottom of the stairs, you'll

find several Flechettes and not much else, but you should go and grab them now.

Up the opened staircase, search the wall at the top to open a secret passage, and then ride a lift down. Eventually you'll find another narrow stairway leading upwards to the cave key room. Take the key and push the switch on the wall, prepared for serious combat as you make your way back topside.

♣ Emerald Key

Descend the stairway, opening the small wooden doors on your left to snipe. The first one is an excellent vantage point. Behind the second one, search the wall behind you and to your left as you enter, and discover a hidden room with Mesh Armor.

At the bottom of the stairs, defend yourself against the horde of Stalkers and grab the swamp key ready for trouble. If you have a torch, light it first. Pulling the lever on the wall opens the doorway that sealed behind you.

♣ Horn Key

Use the perimeter of the large room to clear out the floor area. When you take the horn key from the pool, the portals nearby drop for another very intensive combat session. If you push the switches in the four corners of the outer passage, the barrier preventing your hasty retreat from the large area opens. Before making an exit, notice the short passage that's opened up to the left of where you came in

ONWARD

Now that you're clutching all the keys, you can freely explore the ancillary levels of Blight without running into too many insurmountable obstacles. Of course, there is a path of least resistance. Note that when you come back

out of any of the key doors, a lift to the central area opens, just in case you have a contribution to make to the mosaic

HORN DOOR: PYRE

Yes, the large teleporter behind the horn key door takes you to the Badlands; but it also gives you quick access to Pyre, this Hub's Secret Level. Since that's a good place to stock up, now's a prudent time to take the trip, before you begin poking around in the Hub proper. You only get to go once, however, so if you're buffed up, you might want to put it off.

Fight your way to the large Badlands teleporter, then notice the elevated niche nearby, where you can see the Mystic Urn. Jump up there, then search the wall on your left. A passage opens between that niche and an adjacent one, above the swamp door teleporter.

As you traverse the short passage between the niches, look to your right, and you'll see a small alcove with the ruby planet inside. Claim the jewel, and make for the mosaic in the central chamber.

When you place the jewel in the mosaic (it fits in the upper right), something odd happens

RUINED VILLAGE

Back at the Ruined Village, go and check the area near the large statue—the one with the urn that lit up when you were ambushed on the stairs. You'll see that you can now enter the outer courtyard area and access the ethereal teleporter.

PYRE

You arrive in a central chamber on Pyre. To gain the teleporter you can see amidst the nest of goodies, you'll have to throw all the switches at the end of the four hallways (mindful of random fireballs) and defeat the monsters that arrive. That accomplished, take the trip. Your destination is randomly determined, so read the four encounter descriptions that follow to see which is familiar.

Destination 1

Dispose of the Afrits that welcome you to the large ledge. If you explore the hallways leading from the landing, you'll find sealed portals, and lava-level access.

The switch on the wall across the way unseals the portals, but only briefly. Through those doors, you can work your way around the level. Since the room you're in now lies in the western quadrant and the exit teleporter lies in the southern quarter, we'll work clockwise,

finishing up in the south.

So, throw the skull switch on the wall, and beat feet to your left, dashing through the momentarily opened door.

❖ Destination 2

This area consists of one large room and four adjacent chambers. A lava fall and an Icon of the Defender decorate one end of the larger area.

In order to advance to the next section of dungeon, you have to align four symbols in the four adjacent rooms with a symbol on the wall in the large room. Unfortunately, you'll have to trip the trap once to solve the puzzle.

Throw the skull switch in the large room, and you'll get a no-no message: The symbols are not aligned. Fight the bad guys that show up, then go look at the symbols in the four rooms. They should all be the same. Across from the skull switch in the large area, you'll find another panel. Rotate it to match the other four, then throw the skull switch to open the large doors (one of which you came through from the previous area).

If you don't make it through the door, the four panels will change, and you'll have to reset the one in the large room before throwing the skull switch once more.

❖ Destination 3

You arrive in a small alcove with a skull switch behind you and a large room of baddies in front. To escape the area, you have to throw the switches near the exit doors, inviting more bad guys each time. That'll open the large alcove across from where you teleported in. Throwing the switch there unseals either of the two large doors, but be quick! If you don't make it, you have to re-throw the switches near the doors, teleporting in more monsters to battle before you can take another try at opening an escape route.

❖ Destination 4

This large room features a central pool and several suits of armor around the periphery. Dispose of the Bishops, and smash the suits to reveal more enemies and stash.

Throwing the skull switch that was behind you when you teleported in briefly opens the large doors, and activates a lift in the adjacent room. Ride the lift up to the exit teleporter, and don't forget to take the

segment of your Superweapon off the landing before making the trip back to the Ruined Village.

RUINED VILLAGE

Hop in the teleporter to return to Blight, much buffer then you were before

BLIGHT

Back at Blight, head for the cave key door, ready for the trip to the Catacombs. Since you'll have the option of hopping around between a handful of levels from this point on (and occasionally there's a way to get where you need to go without coming back to Blight), we suggest you take the time to gather goodies in the direction of all four large teleporters nearby before you depart.

There's nothing tricky about it, with the exception of the small passage and chamber in the same relative spot as where you found the ruby planet earlier. Hop up on the ledge near the large Catacombs teleporter and search the ledge on your left. In that small area, you'll lay hands on the Porkelator, after which you should make haste for the Catacombs.

CAVE DOOR: CATACOMBS

Dispose of the Wendigos that greet your arrival. A few rooms away is the last segment of your Superweapon—what say you go lay hands on it before things get much more involved?

While you travel in the Catacombs, you'll occasionally be subjected to violent earth movements. If you're going to try something tricky, or walk near a precarious drop-off, wait for an earthquake to happen, and do your task during the lull that follows.

Bear left as you leave the area of the teleporter, and pass through an opening. At that point, you can go either right or left. Angle to the right, and drop through a hole in the floor. You land in a stream, with a torch in an alcove to your right.

Let the current carry you just slightly downstream, past a rock in the water, and look for an opening on your left. Inside the small room is the last segment of your Superweapon, as well as a skull switch. Throw the switch, and return to the stream outside.

Hang a right and back track to the teleporter where you arrived moments ago. Retrace your steps, except instead of jumping through the hole in the floor, stay to the left and continue up that passage. Hugging the left wall, you'll come to a ledge where you can see a large central column protecting

a Flame Mask. After a moment, a walkway rises from below, allowing you to reach the column.

From near the column, hop across the ledges to the nearby Korax portals, battling the monsters and throwing the switches behind each. When the third switch is tripped, you can claim the Flame Mask.

Exit back to the ledge where you first entered the room, and hug the left-hand wall. You'll fall through one hole, down to a short staircase. Still at the left wall, continue and drop through another hole, this time to a stream bed. You're slightly downstream from where you picked up that segment of Superweapon earlier.

Go with the flow, but not too far. If you don't side-step when the water enters the large room, you're on a one-way trip to a precipitous death. To the left is a niche with goodies, while a hallway is open on the right, courtesy of the switch you threw when you grabbed that Superweapon segment.

Explore the rising stairway, looking to the left to see a small chamber requiring the swamp key to open. Inside, a teleporter leads to Sump.

Continue on the path, and you'll reach a large room with a Flame Mask gazebo, where you can see another planetary jewel held in stasis. Plug in that Flame Mask you've been toting, and proceed out the other side of the room. If you try and grab the jewel without plugging masks in each socket, you're ingloriously teleported back to the beginning of the level.

Through the room of the Flame Mask gazebo, pull the switch on the wall and a lift lowers, allowing you to reach a room beyond. If you stay on the lift when it stops, instead of charging into the room before you, you'll find that the ride actually makes two stops—the second stop is up above, near a wooden door.

Through the wooden door, dispense justice and look to your left for an alcove high on the wall. Leap to the top of the nearby broken pillar to gain the small area, and throw the switch there to lower the large block at the opposite end of the room. Grab the Flame Mask, ready for a Chaos Serpent ambush. To reach the small room behind the ornate gold door nearby, simply step into any of the niches from which the Chaos Serpents emerged, and the barrier slides away.

Two more Flame Masks to go. Jump back on the lift outside the wooden door, and ride down to the first stop it made on your maiden voyage.

Dispose of the locals, and look to your left to see a small wooden construction and a skull switch. If you approach the skull switch from this side, however, the wooden floor drops away, and you fall to your death.

Instead, head between the two large ice blocks, and follow the path, bearing left at the top of a stairway where the floor turns from stone to ice. Looping around from that direction, you approach the wooden structure from the opposite side, and find a crescent switch that keeps the floor in place when you go to toggle the skull switch.

Ride the platform down, mindful that if you step too far to one side, you can still fall to your death. Below is a small room with a teleporter and a Flame Mask. There's also probably a few monsters milling around. Stay on the lift and kill the monsters, even if the lift rises back up. Just ride it down again. When the coast is clear, dash in and grab the Flame Mask, then dash back to the lift. If you don't make it, you have to take the teleporter back to the first room of the level. That sucks.

Back at the top of the lift, bear to the right of the ice blocks, and discover a room with a lava stream. Clear the room, and follow the narrow stairway on the left-hand side of the stream. Cross the rocks, open the door, and throw the switch. Now return to the lava pool.

You'll see that the slow-flowing lava is running into an alcove at one end of the room. Inside, left and right, are two niches holding treasure—the last Flame Mask, for one. It's relatively easy to grab the goodies, but if you let the lava carry you over the falls, you'll be briefly regretful while plummeting to your death.

Notice the teleporter behind the horn key door nearby; that drops you in the Badlands. Now that you've got a full Flame Mask collection, however, why not go plug them into the columns of the Gazebo?

When the masks are inserted, you'll no longer be teleported when you go to claim the sapphire planet. Instead, you'll merely fall to your death. You'll have to make a running jump across the darkened area of the floor to avoid that fate.

With the planet in hand, make your way back to the teleporter through which you arrived, and return to Blight.

BLIGHT

Back on Blight, your next stop is behind the horn key door—the Badlands. Head for the large teleporter, and be ready to hit the ground running.

HORN DOOR: BADLANDS

Hammer the Chaos Serpents and watch out for those dirt mounds, unless you're looking for an inglorious crotch-spike demise. Climb the wooden steps and a stone column slides to allow you entrance.

Search the wooden panels on either side of the Korax plaque to access the next area. Watch your back when you cross over the second of the low stone partitions in the broad hallway—the flip-side of the Korax plaque is a fireball trap. Leap from the end of the walk to the stone pile in front of you.

If you miss, there's a lift around to the right of the walk that'll bring you back up. At slime level, you'll also discover a door which requires the cave key to open. Beyond is a teleporter to the Catacombs—been there, done that.

Bear to the right atop the stone pile, mindful of spikes, and pass through a small crevasse. The path will seem to dead-end, but if you look down and to your right, you'll see a ledge to which you can jump. Work your way down to the right; you'll find a small room with a Krater of Might and a switch on the wall. Save your game out of respect for the spike trap, then hop over there and give the switch a pull.

Jump down to the slime and use the lift to backtrack to near the beginning of this level (where you saw the Korax plaque). Strike the bell, and a passage opens nearby. Drop down into the cave, ready for trouble, and access the teleporter there when the battle is won. Behind the door requiring the emerald key is another teleporter, which leaves you at Brackenwood. Best to stick to this level for now.

The trip leaves you in a small stone enclosure. Search the walls for an exit, but instead of charging into the fray, step just far enough so that you're standing on the top of the sunken wall portion. When it rises, you'll be whisked to the top of the tower, there to collect goodies and peg the monsters below with little fear of counter-attack.

When the coast is clear, hop down and advance up the broad steps to the steel doors. When you open the doors, you'll hear a platform moving in the distance. Now turn and explore the other avenue leading from tower area, through the large opening in the stone structure. Note that to get to the area beside the structure, you have to burn up the row of trees.

Traverse the stairs, watching for the fireball trap at your back, and you'll stand looking once more at the rock pile. At least someone had the courtesy to install a magic bridge for ease of access. Cross to the stone pile, and you'll see that a lift is now operational near the statue. Ride it up, and claim the emerald planet.

Using the magic bridge, you can also gain a nearby ledge to acquire a Dark Servant. Now it's back to Blight, and on to Sump.

Blight

Two down, and a couple of biggies to go, beginning with Sump. Head for the swamp key door, and the teleporter beyond.

SWAMP DOOR; SUMP

Clear the large central area to the best of your ability, passing through the connecting tunnels and dealing more death. If you step into the central passage, you can blast the side walls to access the treasure pens you see from the other side. Watch your step near the pillared pit, and head for the one opening you can see off this area, on the far side.

Clear the large slime area, working from the perimeter, and jump down into the scum. Circle to the right to find a ledge onto which you can hop. Ascend to the top of the slime tower and claim the Flame Mask. To regain the courtyard outside, look for a lift where you jumped down into the slime area.

Near where you arrived at the level is the pillar that needs a Flame Mask inserted. Unfortunately, there are three slots that might receive the talisman. Stand so that you're facing the pillar, and can see the teleporter on your left. Circle around to the right of the pillar, and place the mask there.

After placing the Mask, look around the other side of the pillar and you'll see the water level has dropped in one of the slime troughs, allowing you to reach the area beyond. Clean house, and make for the hallway.

Circle the perimeter of the large room and pull the switch on the wall. Take the teleporter, then jump down in the direction of the slime tower. If you explore the perimeter of the area to the left, you'll see a barrier has risen. Behind the cave key door is alternative access to the Catacombs.

Explore the hallway, opening the small wooden door on the left to reach one of the alcoves nearby. Further down the hall is another such door, lead to mucho mana. Don't forget to clean out the nearby lifts!

Follow the passage through the stone blocks, and you'll enter a small chamber, and acquire another Flame Mask.

Go stand at the Flame Mask pillar, oriented as you were before placing the first mask. Place this one around the left side of the pillar, and a stream drops nearby—though not the one you would think.

Down that avenue, take your beating, and try and save some mana for the large inner area. On the far side of the large room, near your third weapon, is a switch on a pillar. Throw it, then go back outside and collect the mana. Yes, that sunken column in the corner does look suspicious. There's a Dark Servant up there that can be had once you lay hands on some Wings of Wrath.

Hop in the teleporter, head back for the slime tower room, and this time, explore the path to the right.

Down the hallway on your left is a door that requires the emerald key to open, leading to a room of stacked boxes for you to climb and collect goodies. To access the teleporter you can see behind the bars, search the small box at the top of the highest stack. It'll sink down, as will a large column of boxes to the left of the entry door. Ride that column up to the area surrounding the room, and the teleporter which takes you to Brackenwood.

The long hallway outside, of course, offers several opportunities to get to some more of those nearby lift ledges. At the far end, beyond a nasty crushing trap, is the final Flame Mask.

After you've acquired the Mask, backtrack to discover that a corner piece has risen in the hallway. Hop in the teleporter, and you'll go to an alcove nearby with an Icon. The pad there returns you to the corner room, after which you should go and plug in that last Flame Mask.

Down that last stream, clear out the riffraff and explore the maze. The shifting floor can be a pain. Your goal is in front of you and to the right as you enter the maze, and you can start out by hugging the right-hand corridors. When you can't bear right any longer, cross the intersection and advance, then bear right once more as soon as you're able. Watch your step in the final hallway—work your way along the edge, or you'll fall through the hole in the floor.

In the final room, take care of business and throw the switch on the far wall. Return to the teleporter outside and make your escape. Upon your arrival, turn around and claim your reward—behind you sits the sapphire planet, and mana to boot. Now head for the teleporter through which you arrived, and return to Blight.

BLIGHT

Just one more level to clean on this Hub, and you're outta here.

Unfortunately, it's a grim one. Remember, Death Wyverns have to swoop—they can't pivot in mid-air. Now head for that last big teleporter, behind the emerald key door.

BRACKENWOOD

Gather the goodies in the small room which looks out onto each of the major combat areas, and head upstairs. Clean out the immediate source of hostility in the outer perimeter, and throw the skull switch behind the pillar.

Turn to the right after throwing the switch, and backtrack to see a stairway has lowered. Time for round one.

Concentrate on the Death Wyvern while you avoid the Ettins, and take care of business as quickly as possible. Explore the hallway at the back of the darkened overhang for mega mana and a Dark Servant. The square raised platform near one end of the open area is part of this level's puzzle, but you'll need to survive a couple more battles before you can start solving.

As you stand on the platform, looking at the door through which you entered, head left through the opening in the wall to the adjacent large chamber.

Dispatch the Death Wyvern, and you can open the door behind the platform with the horn key. Deal with the Chaos Serpents, and take the first right, up the stairs. Leap across the chasm in the walkway, and you'll discover a teleporter to the Badlands.

Back in the large area where you dispatched that last Wyvern, continue on around the hub to another large encounter area. This section starts off a little quieter than the last two; notice there's a stairway on your right as you enter, which you can hop up for valuable prizes. There's also a swamp door nearby, guarding a teleporter to Sump.

You'll also notice that the platform here has a stone block atop it, and an elevated skull switch nearby. Search the block, and it sinks down into the platform, then rises again with a symbol on it. Match the symbol with the one on the plaque near the staircase, where you first walked down into the outer area. Throw the skull switch. If you matched the symbols properly, you solved one fourth of the puzzle. If not, you were made to pay. Try again.

Before entering the next large area, explore the hallway behind the darkened overhang. Bear left through the door to reach the ledge above the encounter area. If you head right inside the hall, you'll come to a ledge above the next area, which may or may not provide a good vantage point when you suffer more Death Wyvern trouble. If you can get the Wyvern's attention, then hop out and attack it backside once it's made a strafing run. That can be quite effective.

When the battle is won, you can reach the ledge nearby courtesy of a door behind the raised platform. Then continue around the hub, to an area next door where you've already cleaned house. You'll see that the block and switch are now in the upright position. Go back and look at the plaque near that first stairway again, and you'll see that it's changed symbols. Of course, it may be the same symbol, but rest assured that it's reset. Change the box

atop the platform to match, and throw the switch. Do you see a pattern forming here? (Since you're in the neighborhood, go check the stair plaque again before looking for the next raised box!)

Once you've matched all four boxes and thrown all four switches, the plaque near the stairs sinks into the floor once again. Take the short set of stairs in the direction of the central platform, with all the demonic statues on it, and throw the switch at the bottom of the steps.

Kill the Chaos Serpents and use the magic bridge that appears to claim the final jewel: the emerald planet. Head for the teleporter back to Blight.

BLIGHT

Insert all the planetary jewels into the mosaic, and a teleporter rises from the floor behind you, along with a pair of Wings of Wrath. If you'd like, you can use those to clean up goodies in a hurry . . . for instance, the small chamber at the top of the slime column on Sump.

When you're satisfied with your haul, hop into the teleporter, and trip to the next Hub.

HUB #7: CONSTABLE'S GATE

Lucky Hub number seven is a search for Yorick's Skull. Well, actually three of Yorick's Skulls, which probably merits some comment, but we'll let it slide. You'll also be key questing here, and ultimately laying hands on the Heart of D'Sparil to open the Hub exit. The Heart, by the way, is about 100 meters from you when the Hub begins Don't you just hate that?

CONSTABLE'S GATE

Clear the outer courtyard, and save your game before approaching the large wooden door. Inside waits a Heresiarch, just to get things started in the most violent possible way. To make matters worse, the door seals behind you when you enter. Try fighting the Heresiarch from either the stage at the far end of the room, or one of the window ledges on either side of the door. You have to lure him outside (climb out a window) and then run inside yourself for the latter to be effective; but you'll find he has a tough time hitting you if you can gain some elevation.

If the Heresiarch just consistently kicks your butt, there is an alternative means of entrance that allows you to bypass him for the time being. You have to make a series of impressive jumps along the face of the cliff, from where you begin the level, eventually gaining a ledge where you can see several Discs of Repulsion. A tunnel will open when you reach the ledge,

allowing you to fight to an area where you're looking down on a stained-glass window. Jump through the window to make a grand entrance. You can still follow along with the area descriptions hereafter; you'll just have to poke around a bit to get oriented. If you go that route, though, you'll be missing the three Yorick's Skulls that you need to complete the Locus puzzle, and things get really confusing if you don't have a full compliment of skulls

Our advice: Use that height advantage, and plenty of flasks, and get by that Heresiarch any way you can.

When the coast is clear, take the short passage up to the stage and claim your rewards, including the first of Yorick's Skulls. Ol' Yorick's coconut gets around, eh?

Pulling both switches in the two small rooms on stage opens up the sealed portal nearby. Before you start exploring further on Constable's Gate, however, check the other small passage off this room, where you'll find a Dark Servant and a pair of locks. Search the apparent dead-end on your left as you enter, and the wall slides to reveal a teleporter. Hop inside for the trip to Ordeal.

ORDEAL

Advance into Ordeal, ready for a full-scale Ettin assault on your backside—they'll come from behind the triple-Korax array. In the room ahead, smash the stained-glass windows to enter a hidden antechamber. The elevated nooks therein are accessible by climbing on the corpses sprawled nearby, and lead to another area beyond. Notice, however, that the corpses can be destroyed during battle. Make sure there's at least one set of remains remaining before you save that game!

In the area above, withstand a serious Reiver assault and claim an Icon before returning to the room outside.

Approach the long hallway, where you can see the rows of Bishops wary of the trap in the preceding antechamber. Let the bolts fire in front of you, then run through to safety. The Bishops remain locked in stasis while you explore the nearby area.

In the hallway, take both the first left and then the first right, cleaning house. Down the right-hand avenue, in the smallish circular room, search the wall on the left as you enter to discover a secret passage. At the point where the passage looks out into the large hallway is where the Bishops activate (if you're strolling out there). Be ready to seek cover, or the Bishops absolutely swarm you in the hall.

Once the Bishops are dealt with, charge down the hall, across the narrow portion, and stand to the left of the projectile trap (as you run towards it). If you look across the hall, right at the corner, you'll see a narrow portion of wall that doesn't fit with those on either side of it. Blast it, and it slides to allow you to jump into a small room full of Flechettes. You'll have to jump back out to continue down the hall.

The initial version of *Deathkings* seems to have a bug that crashes the game when you make your way through this portion of the dungeon. If you're having trouble getting through the slime stream, try using no clipping mode, and unclipping after you traverse the narrow hallway leading from the stream.

Note

Bypass the golden door (it's sealed) and open the wooden door at the end of the passageway. Clean house, and notice the symbol in the center of the floor. Throw the three switches on the walls right and left, avoiding the Dark Servant unless you'd like your medieval melon cracked. You'll also see a door nearby that requires the castle key, and a large teleporter that'll take you back to Constable's Gate. You'll have to make a quick trip back here when you get the castle key.

When you've thrown the three switches, check behind the huge teleporter to receive another of Yorick's Skulls Let's hope two heads are better than one. Also notice that you can venture around an outer perimeter near the teleporter, collecting mana. That's all of your ordeal for now. Jump in the teleporter and return to Constable's Gate.

CONSTABLE'S GATE

Through the unsealed portal off the room where you previously dispatched the Heresiarch, watch those alcoves for an ambush. In the large room beyond, the wall switch opens the alcoves for Chaos Serpent fun, after which six alcove switches must be flipped to unseal the portal at the other end of the chamber.

Before you exit through that now-open door, stop in the doorway and check the jamb on the right for a switch. Throw it. Cross the bridge, and enter the room upstairs with the crescent switch and also the valve on the wall. The crescent switch ultimately accesses the large teleporter you can see

through the window, which leads to Marketplace. Check behind the teleporter for a Superweapon segment before taking the trip.

MARKETPLACE

Dispose of the Dark Bishops waiting in the chapel, including those in the suits of armor. You'll have to smash the windows (whether you want to or not) to reach the courtyard below.

From the position where you began the level, the closest window on your right also comes with an added bonus. If you smash it and then break the window you can see on the opposite wall, you can perhaps make a difficult leap to a small room with a teleporter. The trip takes you across the level to a group of three monster pens, where you can gather prizes before teleporting back—arriving in a similar small room on the other side of your beginning location.

Now clear the area below and look on the platform to your right, near the hanging man, to discover the steel key. Circle around to the rear of the largest structure, and pass through either of the two narrow halls in the outer wall. A staircase leads to a crescent switch above, which unseals the nearby portals. One of them dead-ends after just a few feet, so explore the other avenue.

Walk relatively unmolested to the end of the hall, and throw the crescent switch you find there. Now the room and hall behind you have become a deadly trap of monsters and fireballs, but if you can make it back out again, you'll see the previously dead-end hallway has opened.

Throw the skull switch you find in the opposite hallway, and now you can enter the large structure outside, as well as the area around to the right and through the three previously sealed portals.

Clean out the stalls in the central structure, collecting another of famed Yorick's Skulls, among other things.

Through the three nearby portals that are now unsealed, clean out the riffraff. In the room ahead, throwing the switch on the wall in front of you produces two teleporters. In order for you to exit this level, you'll need to throw the switches in the adjacent rooms before taking a trip. Those switched raise a bridge in the outer area, allowing you to cross to the large exit teleporter, and make good your escape. You return to the Constable's Gate at the same teleporter through which you departed.

CONSTABLE'S GATE

Back at the Constable's Gate, exit to the outer room and give the wall valve a spin. You can now explore the slime passage nearby, where an illuminated arrow points the way through a narrow tunnel.

Up the narrow passage off the slime stream, watch for an ambush and show no mercy. In the small room waits the Porkelator and other prizes. Hook around to your left, and turn the wall valves in the small room. You can now access the opposite side of the slime stream.

Fight your way up-current and to the left, spinning the valve in that small chamber. You may want to light a torch before exploring the area ahead—a narrow, dark passage where you'll be fighting upstream.

Fight your way up and bear left to throw a crescent switch on the wall. The sealed door you passed a moment ago is now operational. Upstairs, you'll find a floor teleporter that beckons, but first cross the room and venture through the ethereal gate down the small passage.

LOCUS REQUIESCAT

Watch for Bishops and Reivers, and take either of the narrow passages behind you to reach a chamber above. From there, leap out and toggle the skull switch, prepared for the standard homicidal ambush.

Note that a couple of the gravestones hereabouts will play amusing little messages for you if you search them— in memory of game guys long since departed

The large teleporter that appears is the hole back to Constable's Gate. By activating the skull switch, you've disposed of that bothersome row of trees that was preventing you from reaching the cage nearby, where you'll acquire the axe key.

From the cage where you claimed the axe key, enter the central area and you'll have access to three more cages, though lines of trees conspire to keep you from the area outside. In each of the three cages, however, sits a headless statue. Now where did you put those Yorick noggins?

Outside the first cage on the right, look to the right and you'll find an ornate door at the end of a passage, which admonishes you against violence when you open it. Inside waits mega mana.

On the opposite side of the cage, you'll discover a rock pile to climb and a magic bridge to traverse. Explore the long hallway on the left, burning the dead tree and all the bodies you find at the far end. That accomplished, you'll find that a small room with a switch opens off of the initial chamber. Throw it, and you'll get a message that one third of the puzzle is solved.

If you return to the long hallway and hop over the lower statues, you'll enter four niches with flasks and more dead bodies. That's right—burn 'em—and another door opens in the primary chamber.

In that small area, jumping over the last statue on the left nets you the tempting Krater of Might, while beyond the last statue on the right is an exit back to the large outside area.

Continue through the inner hub to reach another statue, and place another skull. Dispose of the Reivers, and hop up the rocks to find an entrance. At the end of the hallway, you'll find a switch to pull, which unseals six nearby alcoves. All of them contain Dark Bishops and a false wall at the back. The first one on the left, as you entered, is hiding a passage behind the false wall.

Down that passage, expect major Bishop trouble when you claim the Icon. When calm returns, throw the wall switch to solve another third of the puzzle.

Slap that last Yorick head into place and deal with the Reivers. Look to the left (as you approached the cage) for the only available entrance.

Clean out the six small antechambers in the hallway, and the door at the far end opens to reveal a switch. Pull it, and you'll hear a platform rise in the outer area.

If you circle around behind the switch, you'll see a large metal backside to it. Search there, and the section rises to reveal a Falcon Shield. When you enter the Falcon Shield room, a door also opens behind you onto the Spider's Tomb.

Hop down onto the spider, feeling lucky, and search the gravestone to elevate four skull switches nearby. Three of the switches usher in monsters, while one bestows more mana than you could ever need. It also unveils a teleporter, which'll take you back to the outside area. From there, check the newly accessible hallway.

The teleporters on either side of the room you find take you to the ledges above the alcoves in the previous hallway. The wall switch opens the crypt in the center of the level. Gee, you don't suppose there'll be any Reivers nearby, do you?

Take your beating and claim the castle key from the opened crypt. The teleporter back to Constable's Gate is in the upper room of the quadrant where you first arrived at the level.

CONSTABLE'S GATE

You arrive back at Constable's Gate through the same teleporter that took you to the Locus level. Head back upstairs, and go through the floor teleporter in the room above. That'll allow you to return to the beginning of the level, where you duked it out with the Heresiarch earlier. Now that you've got all the keys in your possession, you can head back to Ordeal, and use a teleporter there to continue the quest. First, use the steel key and the axe key on the two locks near the Ordeal teleporter, activating the crescent switches each conceals. Now head back to Ordeal.

ORDEAL

Retrace your path to the room with the exit teleporter, and use the castle key on the small door nearby. Throw the switch, and the golden portal in the hallway outside unseals.

Run across the tops of the lava dividers to cross the area of the trap, and hit the crescent switch on the wall in the large room to access the nearby teleporter. In you go.

TREASURY

Hammer your way through the stream bed; you have to work to gain an escape from the resident snipers. Through the one open portal, clean house, and pull the wall switch to elevate the nearby stairway.

Upstairs, hang a hard left and pass the cage on your right, leaping over some barrels to reach a small area with a wall switch. Toggle it, ready for trouble, as several walls in the vicinity drop when you do.

Claim your rewards, then head upstairs once more. On either side of the window slit, to your left, is a small network of rooms for you to explore. There's one switch in a left-hand room and one down the right-hand avenue. They work in conjunction to unseal the large portals. In that room is (take a guess) another switch, which raises yet another staircase for you to continue upon.

Up the long stairway, angle right, and throw the switch in the window for major monster trouble. When you've restored some calm, go and stand in the window where the switch is located. Below you and to your left is an alcove you can reach by jumping from this perch, but it's a little tricky. You have to press up against that wall in the corner on your left, as you step over. Keep pressing your face to the wall as you fall, as if running, and you'll catch on the lip of the window below you. In the room are some goodies and a teleporter.

You'll find that from that small room you'll be able to teleport to all those seemingly inaccessible sniper nests above the stream. You'll also find a large teleporter in one that takes you to this Hub's Secret Level: Armory. Wrap things up on this level before returning to take the plunge.

Continuing upstairs, angle right and look on the window ledge for an Icon. That avenue is an important reference point, as you're about to see.

Traverse the square path to a central chamber, claiming an Amulet and dropping the walls for the standard artifact ambush. Once the walls of the squared area have dropped, make as if you're going to walk back to the Icon ledge, but look to your left as you enter that long hallway. You should find the beginnings of another passage, made to look like part of the square section of halls if you walk past too quickly.

Down that hallway, you'll find major prizes, and a large teleporter that takes you back to Constable's Gate for the last time. First, go and check that other large teleporter, and the Secret Level: Armory.

ARMORY

The Armory is a relatively straightforward maze and puzzle level, where you toggle switches to access various parts of a large central maze.

As you progress around the maze, you'll find four different arrays of three switches each. One of the three switches will get you to the next area, while the other two let you waste time while monsters peg on you. That's it in a nutshell.

As you access each of the three new areas (not counting the quadrant in which you begin), you also have to diffuse a trap room and push a switch therein. One switch, in each quadrant, contributes to the larger puzzle solution.

As you begin, explore the long hallway nearby, opening the massive door to tackle the first switch trap. Then go back downstairs and throw the right-hand switch of the three. That'll get you to the next quadrant, to your right.

At the next switch array, throw the middle lever to access the quadrant directly across from you.

Finally, at the last array, throw the left-hand switch and access the last quadrant (the one to your left at that time, as you face the center of the level).

When all four of the quadrant switches have been thrown, the exit teleporter is revealed in a chamber that was right behind you when you began the level. Throw the center switch of the last array for a quick trip through the maze, and back to the Treasury.

†TREASURY

You return to the Treasury at the same place where you began the level. Make your way back to the exit teleporter, either by use of the stairs or those spiffy new Wings of Wrath. Next stop: Constable's Gate.

CONSTABLE'S GATE

You arrive back at the Constable's Gate in a previously inaccessible area. Defend yourself, and note that the large teleporter nearby returns you to the Treasury, just in case you forgot something. Also notice that, though the cells won't open, the mana is sitting close enough to the bars for you to get a hold of it.

Ride the lift up, and claim the Heart of D'Sparil from the ledge near where you began the Hub. Now, what could that be for?

Return to the area where you found the Heresiarch so long ago, and place the Heart on the podium near the three foreboding alcoves. An Urn and another pair of Wings are your rewards, as well as the teleporter switch that takes you to the final Hub of *Hexen*.

HUB #8: NAVE

The final Hub of *Deathkings* is a worthy exploration, with plenty of puzzles and grim combat en route to the final showdown. Unfortunately, the last battle doesn't live up to this Hub's promise, which is too bad. Yo, Raven guys, did you just run out of ideas, or what? Anyway, as a player, you'll have the satisfaction of knowing that the whole Hub here is the real test, and making it through is an impressive accomplishment. The last battle is just a formality.

NAVE

You begin the final chapter of the *Hexen* saga at Nave, the central point of this sprawling exercise. Either of the gold doors will give you a swift shove into the Nave proper, where you'll have to overcome an assemblage of beasties and work quickly before suffering another wave. You may also notice that the pools in the room serve as monster teleporters. Thus, if a monster is headed in your direction and must cross a pool, the odds are he'll teleport before reaching you—or before your attack reaches him. Stay mobile, watch your back, and don't linger too long in a pool.

Break all the windows—some are actually worth it. There's also some rooms behind bookcases which you can clean out, in the large libraries at

either far end of the large chamber. Not all of the bookcases will open at this time, and one in each area has no hidden chamber behind it at all.

While you're collecting goodies, you'll notice three similar arrays around the Nave, each capable of holding three relics, but containing only two. You should also spot a grand total of four switches, one near each array in the wings of the Nave, and one on either side of the array at the far end of the area. (Speaking of the switch array at the far end, don't neglect to open up the suits of armor nearby. One is hiding a Porkelator.)

Throw all four switches around the Nave, and you'll open two long hallways, as well as raising stairs within them. The hallways lead to four ethereal teleporters, which take you, of course, to this Hub's ancillary levels. There's also four sliding panels in the wall, which appear to be missing some gears You'd think someone would do something about that. In fact, each ancillary level offers up a gear, usually with the promise of further exploration in mind. Time to check it out.

Facing away from the relic array at the end of the Nave, angle left and ascend the wide stairs. The first teleporter you see is the one you want, depositing you at Abbatoir

ABBATOIR

Notice that behind you as the level begins is a hidden room containing Quartz Flasks. The teleporter on your left returns you to the Nave, while the door nearby leads to a small room where you can claim a Dark Servant, free of charge. However, defile at your own risk

At the far end of the hall from where you began the mission is a room with a molten floor, laced with various goodies. You might also spy one of the gears you covet and a switch, both atop pillars and out of reach. Search the wall between the cages, and you'll discover a lift to test, though at the top, you'll find access denied.

If you stand near the low slit in the wall to the right of the caged Bracers, the floor sinks to a small slime room. Follow the current, and hop in the teleporter to arrive at the top of the pillar with the clock gear. With the clock gear in hand, you're on your way back to the Nave.

NAVE

You arrive facing away from the teleporter that took you to Abbatoir. Hook around the corner to your left, and insert the clock gear in the left-hand box. You should get the message that a bridge has raised on Abbatoir. Return to the teleporter, and back you go.

ABBATOIR

Check the lava room, and you'll see the platform that has come up, pointing you in the direction of the pillar-top switch.

Double back down the hallway, and search each side of it for a secret door. One avenue is a stairway blocked off after a few steps. To open it up, you have to throw the switch you find in the other direction.

At the top of the stairs, try a little slime surfing. You'll be swept to either end of the room and will begin a scary fall, but the drop won't kill you. Instead, you'll discover two switches to throw—one on either side of the entryway—before you continue down the hall.

At the end of the hall, past a sealed portal, battle Ettins, possibly with a little help from the switch on the left if you're quick. The switch on the right unseals the portal, and initiates a nasty obstacle course for you to navigate when you make your way in that direction.

Cross the bridge through the unsealed portal, hop to the pillar and throw the switch. Now head for the large (previously) sealed door near where you arrive at this level.

Through the portal, kick some butt, and look inside a nearby stone block for a secret compartment with a Porkelator. It's the block to the left of the first one you see, and the hidden door is on the opposite side.

Cross through the room and exit into a circular chamber that you've seen before. Notice you can reach the ledges on either side of the room by standing on top of the torches near the far door, and jumping. The teleporter, for the curious, takes you to Dark Watch. Soon enough.

In the room ahead, where the slime stream crosses, drop down the cubicle and throw the switch there. Also search the far wall for a secret avenue and a Chaos Device.

Throwing the switch on the wall in the slime stream room opens a nearby door, revealing a teleporter. Take the trip.

The teleport leaves you in the outer rim of the room where you found the Porkelator a few moments ago. A teleporter there takes you back to the lava room, where you'll see that the bars guarding the Bracers have dropped. The teleport pad in that small chamber leaves you next to the large Dark Watch ethereal teleporter. Pick up the conveniently located sigil of the magus, and in you go.

DARK WATCH

Hammer the welcoming committee and clean house in the large outer area. Through some bars nearby, you'll spy the second of those relics you need to insert back at the Nave. What? You thought the route would be direct?

In the antechamber through the front door, smack the walls on either side of the exit to reveal alcoves with Quartz Flasks. You'll then enter another small antechamber before a larger room, where you can see a wooden door across the way. Instead of crossing to the door, look to the left of the second antechamber, and search the wall for a lift to the ledge above.

When you take the combined mana from the ledge, another lift lowers you to a room of Ettins and goodies. Between the niche with the Quartz Flask and the exit doorway is another secret door, leading to the cells on one side of a room with a water floor. Burn the bodies there, just on general principle

In the small room with the barrels, jump up on the three that line the wall and search to find yet another concealed hallway. That takes you to the cells on the opposite side of the room, netting you an Amulet of Warding. Now return to the room where you faced the wooden door, from which you began this little tangent.

Through the large wooden door, blast the large outside area, then look to your left for a hallway. A small door on the left as you enter gives access to the floor of the room near the cells. You'll find a switch there which you should throw.

Afterward, ascend the central stairs in the outer area and throw the switch you find to unseal the nearby doors. Also, hop over the barrels and search the wall plaque for mega mana and a Krater of Might. At the other end of the room, hop atop the two barrels to enter an elevated room, wherein waits another clock gear.

Checking the small wooden door that was on your right when you entered the large outer area, you'll find a passage that effectively dead-ends in a room with a teleporter and a tempting window. Oh well Wait a minute! You don't suppose The clock gear?

NAVE

You arrive in front of the large Nave teleporter that takes you to Dark Watch. Look to the left to find the appropriate gear box, and you'll get the message that a stair has been lowered back at Dark Watch. Check it out.

DARK WATCH

Retrace your steps to the second outside area, and you'll see a stair now accessible to the right. Follow it to an antechamber off a room ringed with stained-glass windows. If you smash the window on the right, you'll discover a narrow hallway leading to a room with a switch. Throw it. Now head for the dead-end room nearby, and you'll see the teleporter is yours for the taking. You arrive at the small cage near where the level began, next to the glaive seal and an ethereal transport. Take both.

CLOACA

Clear the slimy hallway of Ettins and Stalkers, and hop down to the floor of the large slime room. Spin the valve you find there, and the water level rises to let you reach the nearby teleporter. Upon your arrival, spin the valve and clear the small room of monsters and prizes before jumping in the active teleporter you find just ahead.

The trip leaves you in another small, disconnected section of dungeon, where you acquire another clock gear. Hop in the teleporter, and you show up in the same area you left moments ago. Now, however, the barrier on your left is lowered, and you can enter a different active teleporter at the end of that short passage.

You arrive back where you began the level, clock gear in hand. Step across the stream and activate the ethereal travel switch to return to the Nave.

NAVE

Back at the Nave, slap that gear in its box, then trip back to Cloaca.

CLOACA

Return to the large slime room, and you'll see that the lowered water (courtesy of the second valve you spun) has revealed another passage. Use the switch on the wall to turn off the trap, and head upstairs to discover prizes and a large ethereal teleporter. Next stop: Chantry.

CHANTRY

Watch your step as you enter the Chantry. If you drop out the window (as opposed to taking a running leap), you'll land on a small platform below you. From there, a bottomless pit awaits on all sides, though it's hard to tell with your limited angle of vision. Sail out of the tower towards the fountain, and all will be right with the world.

If you step into the fountain's pool, however, things take a nasty turn, as the trees ringing the perimeter erupt in flames, and the cool water turns to a molten lake. Dash through the water to trigger the trap, then dash back once

things calm down to grab the Krater. Nearby, a switch on the wall activates the lift to the tower.

Up either of the large staircases leading into the central building, steer clear of the double wooden doors and take one of the small stairways to a landing above the main room. There's a Heresiarch waiting inside, and at the very least, you'll want to start the battle from a decent vantage point. When the coast is finally clear, throw the switches in the upper landings—two on each end of the room.

When you've thrown all four switches, a huge trident symbol appears in the ceiling, lighting up the floor, and the door at the far end of the hall can be opened.

Inside the room, you can see the ultimate prize across the way as you dispatch monsters: the last of the relics. Between you and it, however, rests the final clock gear, and some impressive stone barriers. Hmmm . . . Final clock gear . . .

PAVE

When you slap the final gear in place, you get two different messages—one regarding a door opening on the Chantry and the other saying that a barrier has dropped on Cloaca. Best for last: Hit Cloaca first.

CLOACA

Back at Cloaca, you discover that two barriers have fallen. The first is on your left as you arrive, though you're still not able to enter the slime tunnel due to the grating. If you step over near the grating, however, you'll stumble upon the liber oscura floating in the stream.

Next, drop into the big slime room, spin the valve, and step into the teleporter after the water rises. In the room where you arrive, you'll see that the barrier across the stream has lifted, allowing you to enter a small area and claim the daemon codex from the niche on the right. Before you get back in the teleporter, spin the valve in this room to lower the water level outside. That way, you can take the large teleporter at the top of the stairs directly to Chantry.

CHANTRY

Retrace your steps to the room where you found the final clock gear, and circle behind the artifact to discover a switch on the wall. Throw it, and turn to see a room has opened adjacent to this one. A switch in that antechamber opens a connecting room on the opposite wall of the relic room.

When you climb the stage in that adjacent pool room, the torches nearby ignite, and a switch rises from the floor near poolside. Toggling the switch raises a teleporter from the pool in front of you, as well as reconfiguring the stairs in the room next door. You can now get a running jump off those stairs, and score the final relic. With caution . . .

When you leap over and nab the holy relic, keep right on running, off the other side of the podium. If you pause, a mammoth crusher drives you like a nail.

The large teleporter that came out of the pool will take you back to Abbatoir, not that you have any need to go. Instead, ascend the tower and make haste for Nave.

N A V E

Back at Nave, you have all three relics in your possession, but you also have some reading material to dispose of, namely the daemon codex and the liber oscura.

Go into the library on the right as you walk towards the central relic array, and look at the stacks on the right-hand side. The fourth one down is unique, and requires the insertion of the daemon codex to spell the moniker of everyone's fave demon lord: Korax. Likewise, a stack in the opposite library requires proper placement of the liber oscura. When either book is placed, the previously inaccessible areas behind several of the bookcases open to unload Bishops and other goodies.

When both of the books are placed, you'll get the message that "the way is back open." Secret Level, anyone?

If you head for the large golden double doors that shoved you into the Nave so long ago, you'll see they've unsealed. You'll also see that a passage has opened up in that initial antechamber, revealing an ethereal teleporter.

I C E H O L D

This Hub's Secret Level is a bit diabolical, especially since you face it right before the end of the game.

The large central area does a good job of hampering your distance attacks, while the Wendigos display no such limitation. Add to that the fact that you're sliding all over the ice, and enduring earth tremors all the while . . . At least a few of the goodies here justify the hassle.

You begin on one side of a large circular ledge, interrupted to your distant left and right by fissures. On this side of the ledge, there are two different areas to explore; begin to the right.

Clean the small system of caves and defeat the Wendigos in the icy area behind the door. Angle right, and you'll find a skull switch near a Porkelator. Throw the switch, and hold still briefly while the ice rearranges. As soon as the apparent motion has stopped, step quickly to one side of the switch, or a huge ice block smashes you flat. Make your way back to the door, mindful of some newly formed bottomless pits.

The other avenue on this side of the rim is similar. Clean the caves, and open the wooden door to the left. To exit after throwing the switch, you have to step inside one of the alcoves, then hurry through the door.

Make your way around the ice ledge to the left and hop over the chasm at the narrow point. Enter the caves on your left, and you'll find two wooden doors. Bear right and enter, descending an ice stairway to a small room with a switch. Unless you have a torch lit, you'll notice there's a discolored edge running around the room on the left as you enter. Once you've thrown the switch, you have to stick to that edge of the room. If you step toward the center, the floor gives way, and screaming death ensues.

Through the other wooden door in the cave area, a large ice pillar attempts to keep you from the switch opposite. Follow the pillar when it passes, and throw the switch to unfreeze the local Wendigos. When the final switch is thrown, you'll get the message that the tower is now accessible. Beat feet back outside.

Making your way back toward the teleporter through which you arrived, you'll spot a magic bridge ready to take you to the tower. You can also jump down into the ice pit, courtesy of the large blocks nearby, and collect mega mana. There's a Chaos Device down there that'll get you back out quite nicely.

Traverse the magic bridge ever-so-carefully. It happens to be an icy magic bridge, with several unexpected turns in it. At the tower, you'll find the switch to unseal the exit from the level, as well as the ever-lovin' Wings of Wrath. Be sure to take the Wings before throwing the switch—you need those babies, more than you know, and they'll vanish if you throw the switch first.

Once you have the Wings, use them to clean out the areas at either end of the large fissure. You'll find two ledges with snipers, and two ledges loaded with goodies. You'll also want to use those Wings to stockpile before the big showdown, and there's probably at least one big-ticket item you didn't notice the first time through. Head for Chantry after you teleport back to the Nave.

CHANTRY

From the tower in Chantry, you know there's a bottomless pit beneath you, but there's also a large, open area to your right as you arrive, on the other side of the massive stone barrier.

Using the Wings you nabbed on Ice Hold, fly beneath the large stone barrier and back up, near the top on the other side. You should see the opening of a cave on the stone cliff face. Inside is an Icon of the Defender that you may need sometime soon.

NAVE

Finally, the end is here. Back at the Nave, go put those three relics into their proper arrays, and two short halls on either side of the central array open. Beyond is mana, and the final confrontation of the Deathking's Citadel.

DARK CITADEL

You have several waves of bad guys and three bosses to fight at the Dark Citadel, beginning with the horde of Slaughtaurs that teleport in shortly after you arrive.

After you've disposed of two Slaughtaur waves, the lava seals over, and the Boss Fighter bursts through the left-hand stained-glass window to whack on you.

That's followed by Bishops, then the Cleric, and finally Reivers precede the Mage.

If you're playing the Cleric, of course, the Bosses are at a serious disadvantage. Since you know when they're going to come out of the windows (when the last monster of the second wave dies), it's a simple matter to detonate a Flechette or three right in front of the window at the appropriate time. The poor Bosses might never even get a chance to clear their throats and scream.

When the fun subsides, the teleporter exiting the Hub appears, and the Chaos Sphere is once more within your grasp.

DEATHMATCHING in HEXEN

Similar to *Heretic* (and *DOOM*, for that matter) in its characteristics, *Hexen* nonetheless displays a few quirks outside of any other 3D game's Deathmatching specifics. Mostly, those revolve around the fact that *Hexen*

plays out in Hubs, and so the area you Deathmatch in is considerably larger than any other game. More on that after some specific tactical notes.

- ♣ With the Wings of Wrath, you can reach any perch, and thus fire down upon anyone foolish enough to parade out into the open. If you're being chased, you can duck around a corner and take flight, usually ensuring a cheap shot on any over-zealous pursuers.
- ♣ The Banishment Device probably comes in most useful in Deathmatch, since you can frustrate an enemy's attack by sending them off to some random spot in the dungeon.
- ♣ Note that you can still use Inventory items while suffering the unpleasant effects of a Porkelator. Thus, you could become the Pig from Hell, invincible, flighted, and angry . . . with a bag of tricks to help you rain death from above.
- ♣ Don't forget the Chaos Device, which transports you to a random location in Deathmatch. See ya.
- ♣ Wraithverge just beats the hell out of everything in Deathmatch, though the Cleric does also display a unique disadvantage when it comes to the Icon of the Defender. Since Clerics become ghostly when an Icon is in effect, prudent combatants are likely to take note and run away until the spell wears off. Too bad while they're running, all those ghosts are chasing after them
- ♣ Note that there is a significant reaction to being struck with major firepower: The enemy is knocked back a considerable distance. In Deathmatch, you can use this fact to knock enemies from high places, and/or into hazardous areas.
- ♣ As the Mage in Deathmatch, it's advisable to get an Amulet of Warding as soon as possible, thereby reflecting enemy attacks while you deal your own. No one can stand up to that kind of punishment for long, and with the Mage's slow foot-speed, you need every edge you can get.
- ♣ As the Fighter, sadly, your best Deathmatch tactic might be simply to rely on your quickness. Try not to get drawn into an area where that advantage is negated, i.e. an area with no nearby avenues of escape or means to take cover. You'll want to close the gap to do your dirty work, of course, since the Fighter's distance attacks are so woefully lacking in homing capabilities. You just can't afford to let the Cleric or the Mage take shots from a distance without any good way to

respond. The Fighter, perhaps even more so than the slow-footed Mage, must wage a defensive struggle.

RECOMMENDED SLAYING FIELDS

To tailor *Hexen*'s sprawling nature to Deathmatch is just not an easy thing. *Hexen* is probably the purest one-player 3D game on the market, and since each Hub has such a wide variety of terrain and obstacles, you're battlefield options are really wide open.

The most significant thing you'll notice while Deathmatching in *Hexen* is that if one person teleports out of a sub-level, everyone else goes along for the ride, and arrives at the same location in the next ancillary level. Much whacking ensues, usually of the cheap-shot variety.

If there were such a thing as a "gentlemen's agreement" in Deathmatch, it would be some rule of thumb that this game wrinkle would not be taken serious advantage of. Dream on.

CHAPTER

7 Quake

Publisher:	GT Interactive Software
Developer:	id Software, Inc.
Release Date:	Summer 1996
Overall Rating:	★★★★★

**Check out these INTERNET
addresses for more info:**
www.idsoftware.com/dmm/
www.stomped.com/

GET READY TO RUMBLE

Welcome to *Quake*, the latest standard-bearer in 3D gaming. In fact, *Quake* is the first action game on the market that offers a true 3D environment. That's right, until now 3D games didn't actually occupy three dimensions. They occupied two dimensions and were cleverly disguised to appear as three. Proof? Look at the mission maps for the *DOOMs*, *Hexen*, and *Heretic*. You won't find any area that's directly above another—no criss-crossing bridges, no

angled floors, no ramps, no diving beneath the water's surface, only being able to see one or two sides of a monster . . . Some would argue that *Duke Nukem 3D* has all of the above, and is truly the first 3D action game to appear. Technically speaking, they would be mostly correct. However, if you load up *Quake* and use your mouse to take a Grenade Launcher for a spin, you'll see how a true 3D action game behaves.

2D and 3D nit-picking aside, make no mistake that *Quake* is fun. The guys at id Software know their stuff, and they more than deliver. Like in all other truly great 3D action games, you get to endure twisted mazes that area brimming with toxic sludge and traps, while using an awesome array of guns and ammo to chunkify a vile zoo of enemies. But that's not al . . .

DON'T FORGET THE SECRETS . . .

Quake is filled to overflowing with Secret Areas. Just finding them is fun, but using what you find is, well, what the game is all about.

Besides providing you with explicit directions for finding each and every Secret Area in this game (and a few areas that, for some reason, don't count as secrets), we have included a tactical run-down of every *Quake* weapon, monster, and item. Of course, we also let slip a few key tactics that we hope will help you emerge victorious from the game's major encounters and traps.

You'll find that because each and every mission is designed with Deathmatch play in mind (hence the missions tend to be very circular in design), there are numerous paths and routes through each mission. Nonetheless, we've done our best to put the Secret Areas in the order we think you'll probably encounter them. If, however, you need something more hands on—like maps and specific tactics for using every oddly-placed power-up—consider getting a copy of Prima's *Quake Strategy Guide: Unauthorized*. It's your one stop shop for all your *Quaking* needs.

DIFFICULTY SCHMIFFICULTY

We opted to compile this map book under the Hard difficulty setting. Why? Once you've mastered the basics, you won't deign to play in a lesser mode.

Moreover, in most missions, at least a couple of small antechambers only open at the Hard difficulty setting. It would be a shame to miss out on any of the items or bad guys waiting inside. It's also worth nothing that Nightmare mode uses the same mission map as Hard—only the bad guys are a touch more plentiful and a lot more deadly.

TOOLS OF THE TRADE

A job is always easier when you've got the right tool for the right job. Just ask any auto mechanic or mass murderer. And the guys at id Software did their best to ensure that even the most discerning homicidal maniac would be pleased with the *Quake* tools at his disposal. Tacked onto these descriptions is a note on the ammo required, and the amount found in a small box. As a rule, a large ammo box holds twice as many refills as its smaller counterpart.

AXE

Best Used Against: Other heroes in "Axes Only" Deathmatch play. Much like *DOOM*'s Fist or *Duke's* Mighty Foot, the Axe is the only non-shooting weapon you wield in *Quake*. When playing Deathmatch, try fighting with "Axes Only." In fact, there's an entire sub-set of *Quake* fans devoted to this sort of play. They even have their own Web pages. As for killing monsters with it . . . If you've stooped this low, you may as well just stand around and take your punishment before you reload.

SHOTGUN

Best Used Against: Rotfish, Grunts. The simple Shotgun is your starter tool. Like the *DOOM*'s Pistol, its firepower leaves much to be desired. But then again, it's a hell of a lot better than swinging that Axe at everyone you meet. A small box of Shotgun Shells holds 20 cartridges.

DOUBLE-BARRELED SHOTGUN

Best Used Against: Rottweilers, Grunts, Enforcers, Knights.

Generally, this is the first weapon upgrade you lay hands on. Shotgun Shells abound in *Quake*, and we suspect you'll quickly make this weapon your most trusted ally. It's only unsuitable for long-distance attacks and use against the major badasses or gangs of fast-acting adversaries. A small box of Shotgun Shells holds 20 cartridges.

NAILGUN

Best Used Against:Knights, Scraggs, Death Knights, Ogres.

Like *DOOM*'s Chaingun or *Duke*'s Ripper, its rapid rate of fire often allows you to keep larger foes in a state of pain and disorientation, thus robbing them of a counterattack. Nails are a scarce commodity in *Quake*, so be careful not to use Nails when a few Shotgun Shells will do the trick. Refills are technically termed "Flechettes," though the game will report them as "Nails" when acquired. A small box contains 25 Nails.

SUPERNAILGUN

Best Used Against:Scraggs, Fiends, Spawns, Vores, and Shamblers.

This triple-barreled nightmare packs a wallop that keeps even the deadliest opponents reeling. Because of its gluttonous ammo consumption, reserve the Supernailgun for your only your biggest fetes, namely when you entertain Shamblers and Vores. Refills are technically termed "Flechettes," though the game will report them as "Nails" when acquired. A small box contains 25 Nails.

GRENADE LAUNCHER

Best Used Against:Zombies, Ogres, Fiends, Death Knights, cowering Spawns, Deathmatch opponents.

The Grenade Launcher lobbs explosive shells at your enemies, and the key word here is "lobs." Grenades detonate on contact only if you hit an opponent outright. Work your trajectories to bounce a Grenade off a wall or doorjamb, down stairs, and around corners so that it hammers any foes before they have a chance to return the favor. Small boxes of Grenades hold five projectiles. Ogres relinquish them in pairs upon death.

ROCKET LAUNCHER

Best Used Against: Scrag flocks, Ogres, Fiends, Death Knights, Spawns, Vores, Deathmatch opponents.

Akin to the Grenade Launcher, this weapon instead tacks a propellant onto the back of the explosive charge, resulting in a straight-shooting instrument of destruction. There's no finesse here—just point and shoot. Grenades are also used as Rocket Launcher refills, and a small box holds five projectiles. Ogres relinquish them in pairs upon death.

THUNDERBOLT

Best Used Against: Fiends, Vores, Shamblers, Deathmatch opponents.

Acquired only in the later missions of Episodes 2, 3, and 4, the Thunderbolt is one way to show every monster who's boss. In fact, most foes immediately go all to pieces when you show it off. The gun burns roughly six charges for each second of use, and you'd have to be an idiot to fire it underwater—unless you're wearing the Pentagram of Protection—a rare but noteworthy occurrence in the one-player game. In Deathmatch, possessing a Thunderbolt and an active Pentagram (especially underwater) is the stuff that dreams are made of. A small box of Cells holds six charges.

ENEMIES OF THE STATE

You won't find the swarms and the huge varieties of baddies that the *DOOMs*, *Hexen* and *Heretic* are so famous for. But what the *Quake* monsters lack in variety and number, they make up for it with aggression and fighting skill. They also blow up real good.

At the higher difficulty settings, only the hero who displays exceptional defensive savvy while economizing his scarce ammo supply will come through alive. And don't forget that the monsters hate each other almost as much as they hate you.

ROTFISH

Best Killed With: Shotgun.

Schools of these bottom feeders tend only to divert your attention from

more dangerous foes. To clean out a Rotfish-infested pond, jump into the water and immediately hop back out. Ever wanted to shoot fish in a barrel?

ROTTWEILER

Best Killed With: Double-barreled Shotgun.

These rabid hounds of *Quake* are target-practice material. The Double-barreled Shotgun is the generally accepted tool for keeping them off your leg.

GRUNT

Best Killed With: Double-barreled Shotgun.

The aptly named Grunt is just a little bit tougher than his four-legged friend. Apply the Double-barreled Shotgun to a Grunt for gruesome results. Machine-gun down Grunt squads to maintain your armor's vibrant luster.

ENFORCER

Best Killed With: Double-barreled Shotgun.

Slightly tougher than a Grunt, squeeze off a few a Double-barreled Shotgun blasts to send an Enforcer back to boot camp. Keep your distance, and his laser bolts will hit everything except you. An Enforcer's corpse graciously yields five Energy Cells, redeemable only when you get your hands on the Thunderbolt.

KNIGHT

Best Killed With: Double-barreled Shotgun, Nailgun.

If three or four Knights sprint in your direction, go ahead and nail the initial wave. However, use the Double-barreled Shotgun to un-can lone protectors of the realm. A Knight's sole purpose seems to hunt down wandering heroes—though he is easily sidetracked by any monsters he may meet along the way.

DEATH KNIGHT

Best Killed With: Nailgun, Supernailgun, Rocket Launcher.

Up close, the Death Knight's blade quickly slices and dices slow-moving heroes. From a distance, his fan of energy bolts can easily reduce you to

cinders. Stay out of sword range, seek cover, and use the Supernailgun or Rocket Launcher to make him bow down before the one he serves.

ZOMBIE

Best Killed With: Grenade Launcher, Rocket Launcher.

Use anything less than an explosive shell, and these flesh-flinging, rotting rejects simply rise to fight again. Load up the Grenade or Rocket Launcher, and blast these punks into chunks, or you'll never hear the end of it.

SCRAG

Best Killed With: Nailgun, Supernailgun, Rocket Launcher.

You can easily wing a lone Scrag with your trusty Double-barreled Shotgun. However, encountered in groups or accompanied by other monsters, use a weapon that doesn't require lengthy reloading time. If your aim is sharp, we suggest you use the Rocket Launcher to rid the skies of Scrag flocks.

OGRE

Best Killed With: Nailgun, Supernailgun, Grenade, and Rocket Launcher. Because of their formidable long-range attacks and close combat skills, these guys require a heavy hand—preferably in the form of Grenades or Nails. The Ogre has a sweet spot—a proximity that's just out of chainsaw reach and too close for Grenades. The higher the difficulty setting, the smaller the sweet spot. Misjudge that distance, and you'll either be sawed into bite-sized chunks or force-fed a bottomless bag of bombs.

SPAWN

Best Killed With: Supernailgun, Grenade, and Rocket Launcher.

Their explosive nature makes them unsuitable sparring partners. Use Rockets, Grenades, or Nails to detonate these bouncing blue blobs from a distance. If an area looks suspiciously empty, dispense some large shells before you enter to preempt a Spawn first strike.

FIEND

Best Killed With:Supernailgun, Grenade/Rocket Launcher.

Use explosives or Nails, and keep your distance. If you can draw the Fiend into a relatively confined area (like a long hallway), you'll greatly hamper his leaping abilities and evasive techniques. If you put a relatively small obstruction between you and him, he often becomes a sacrificial offering to even your wimpiest weapon.

VORE

Best Killed With:Rocket Launcher, Supernailgun.

In close or medium-range combat, the Supernailgun's relentless fire prevents a Vore from unleashing a volley of homing-spikeballs upside your head. For best results, however, employ the Rocket Launcher and fight him at long range. Keep your distance, and you should have no trouble evading the spikeballs.

SHAMBLER

Best Killed With:Supernailgun.

For best results, start with Nails. If you're out of Nails, use the environment to your advantage and pump and strafe with the Double-barreled Shotgun. Hide in small area that the Shambler can't squeeze into and let him have it. Like the Ogre, the Shambler has a sweet spot (though it's much smaller), where it seems like he can't decide whether to bat you like a cat toy or bolt you to death.

BETTER THAN CHICKEN SOUP FOR THE SOUL

You can't live on relentless rocket fire alone. For that reason, *Quake* offers up a vast assortment of protective and healthful items throughout the realm. The descriptions below offer tactical notes in addition to simple definitions.

HEALTH

Health boxes come small (15 points) and large (25 points). Once you start to recognize the subtle size differences between the two, you can pass up the bigger boxes until you really need them.

MEGAHEALTH

Gulp a Megahealth and get an additional 100 points to your Health total, though it soon begins to drain away. For that reason it's a good idea to save this item prior to a big entanglement. You'll lose the Health bonus no matter what you do, so you might as well use it to absorb enemy fire.

ARMOR

Armor comes in three fashionable colors: Green Armor is worth 100 points, Yellow is 150, and Red, 200. Like in the *DOOMs* and *Duke Nukem 3D*, when you take damage, you lose both Armor and Health points. Basically, Armor just reduces the rate at which your body takes damage.

Biosuit

The Biosuit lets you enter hazardous areas without experiencing any ill effects. Save the game before you suit up, then explore nearby. Once you've found the suit's obvious intention, and the most expedient path to your goal, reload the game and do it for real.

QUAD DAMAGE RUNE

Quad Damage is another of those items you should avoid until a big battle rears its ugly head. Check the vicinity before powering up. One of these babies and a few Nails make such short work of a Shambler, it seems almost unfair. Almost.

RING OF SHADOWS

The Ring of Shadows rune renders you invisible for a short spell. Minor monsters seem entirely incapable of targeting you, and even the big boys struggle to find the mark. This is a great rune for getting the drop (or hiding

out) in Deathmatch play, though your bouncing eyeballs may occasionally tip your hand, so to speak.

PENTAGRAM OF PROTECTION

Grab the Pentagram of Protection, and you're immune to all attacks and hazards for the duration of the spell. Not only can you pound on a stronger monster with no fear of reprisal (perhaps while ignoring lesser monsters until you finish off the major threat), you can swim in lava *and* perform underwater Thunderbolt tricks that will truly shock your friends.

LET'S INTERFACE

If you've played any *Quake* at all, you know that the `[Spacebar]` as a search tool is a thing of the past. What you may not know is that using the mouse is the way of the future. For honing in on the enemy and surgically placing your shots, only the mouse will do. It's a steep but short learning curve for all of us keyboard junkies—but when you go on-line and Deathmatch 'til you drop, it'll be a skill you'll be glad you have.

Moreover, how you input cheat codes has also undergone some changes. Once you get used to this new way of doing business, it won't seem like any trouble at all. And speaking of cheat codes . . .

CHEATERS ALWAYS Win

This is by no means the definitive list of every *Quake* cheat code in existence. It is, however, a complete listing of all known game-play relevant codes. If you thirst for the obscure, then hit the myriad *Quake* Web pages and Usenet boards.

Unlike other DOS-based, *DOOM*-style games, you don't type in a cheat code during gameplay. To activate your cheats in *Quake*, hit the `[~]` (tilde) key to bring down the a running events log of sorts. This also in effect pauses your game. Type in your cheat; hit `[Enter]`; then hit `[Esc]` or `[~]` to resume play. To deactivate your cheat, repeat the same procedure.

THERE IS A GOD

Cheat Code	What It Does/How It Works
GOD	Invincibility
FLY	(while flying use: D to ascend, C to descend)
KILL	Suicide (ends game and reloads at beginning of current mission)
MAP ExMy	Warp between levels * x = episode; y = mission number
SKILL x	Change skill level between missions ** x = skill level (0-3)
NOTARGET	Makes you invisible to all monsters, until you attack them
NOCLIP	Walk through walls, ceilings, floors, and more!

* The parenthetical code in the "At-a-Glance" headline corresponds to the appropriate episode and mission number. When you warp between levels, you lose all weapons and bonuses. In other words, you start with 100 Health points, no Armor, an Axe, and your trusty Single-barreled Shotgun. Note that the code for the very the opening area is START; the code for the very last mission (Shub-Niggurath's Pit) is END.

** 0-3 is Easy through Nightmare skill. The skill level itself only changes between missions and before new games.

OH, YES!

The "GIVE x" cheat provides you with your weapon of choice, but without ammo.

Cheat Code	Weapon (w/o ammo)
GIVE 1	Axe
GIVE 2	Shotgun
GIVE 3	Double-barreled Shotgun
GIVE 4	Nailgun
GIVE 5	Supernailgun
GIVE 6	Grenade Launcher
GIVE 7	Rocket Launcher
GIVE 8	Thunderbolt

GIMMIE, GIMMIE, GIMMIE

The "GIVE x 255" cheat supplies you with full ammo. The letter selects the ammo type. The number after the letter selects the total amount of ammo (255 is the maximum you can carry). So, to give yourself a total of 20 Shotgun Shells, you'd type: GIVE S 20 and then hit **[Enter]**. If for some strange reason you want to get rid of all your ammo, type GIVE x 256.

Health works a little differently. You can have a maximum of 1,000 Health points. Unlike a Megahealth boost, these points don't bleed out of your body over time. However, you go back to 100 Health when you start a new mission.

Cheat Code	Item
GIVE S 255	Shotgun Shells
GIVE N 255	Nails
GIVE R 255	Rockets/Grenades
GIVE C 255	Charges (for Thunderbolt)
GIVE H x	Health (x = 1-1000)

Act on IMPULSE

The "IMPULSE" cheat provides you with everything else that makes this world worth killin' for.

Cheat Code	What It Does For You
IMPULSE 9	All Weapons; Full Ammo
IMPULSE 11	Gives you a Rune*

Cheat Code

IMPULSE 255

IMPULSE -1

What It Does For You

Gives you Quad Damage

Gives you Quad Damage

* You need four runes to complete the game. Check the top right side of the status bar each time you activate this cheat to see a new rune "light up."

GAME START: START

Unique to 3D gaming, the action begins from the start menu. Leap through the any of the three Slippgates before you to select your difficulty of choice—Easy, Normal, Hard. Once you're in the central room, simply go through any of the doorways to select your episode of choice. Once you complete an episode, you wind up back in the central hub, thus enabling you to mount an assault on another episode in the realm of *Quake*. After acquiring all four Rune Keys, a pit is uncovered in the center of the floor in this central hub. Follow that set of stairs down to do a death dance with the crowned princess of vile herself, Shub-Niggurath.

While there are no Secret Areas in the start area, you do have access to the fabled Nightmare setting. Here's how to get there:

- ❖ Go through any of the difficulty setting Slippgates.
- ❖ Climb the steps that lead to Episode 4: The Elder World.
- ❖ Drop into the pond and backpedal as you sink. Your goal is to land on the large wooden beam below the pond.
- ❖ Walk the beam to the opening in the wall
- ❖ Follow the passage to the lava-like Slippgate. Welcome to your worst Nightmare.

EPISODE I: DIMENSION OF THE DOOMED

This is your introduction to the future of 3D gaming—and what an introduction it is. From the start, you not only get to chunkify a whole host of bad guys, you get to jump, press and shoot buttons, ride lifts, suck down power-ups, swim in slime, and find six valuable Secret Areas. So . . .

From the start, slide down the ramp and turn right to face the flashing, rectangular niche. Jump on the ledge and shoot the red-striped panel. A box of Shotgun Shells is yours.

Ride down the lift and drop into the stream. Swim through the opening in the rock wall and slog up the steps for a Megahealth.

Once you've silenced the opposition just through the door in the Slipgate Complex proper, go to the far-right set of flashing ledges. With your back to the ledge, look up and set your sights on the spinning Earth that's on the TV monitor in the pillar. Shoot it to ride up. Shoot the Earth at ledge-level, and a room with a Quad Damage rune opens. If you'd prefer, you can save the Quad Damage rune for later. You can take it from the other side by shooting the electrical panel in the right wall just before the three-button ramp area.

Once you've gone under the first walkway, turned right, and activate the bridge that spans the slime, stand on the bridge and set your sights on the outside wall. Shoot the red cross-hair symbol in the wall switch. A small room to your left appears, containing the Double-barreled Shotgun.

Once you've battled your way down the curling ramp (with the three-button sequence), stop at the third button.

The next secret is the Grunt's sniper nest above the ramp. To get there, hop on the ledge of the walkway to the light cone at the top of the third switch tower. Then leap to the protruding stone steps beneath the darkened doorway. Hop up and inside for another Megahealth.

At the bottom of the ramp, just before the blast door which the three-button sequence opens, check behind the right pillar for a Biosuit. Strap it on, go across the walkway, and drop into the slime. Sink down and do an about-face. Swim through the lighted tunnel on the left. Pop up through the square area at the end of the passage to gain access to a small room with Yellow Armor and boxes of Health. The Slipgate here drops you on the

ledge above the front door of the building. In Deathmatch, you'll find a Pentagon of Protection waiting for you.

CASTLE OF THE DAMPED: EIM2

If you thought Grunts and Doggies were bad news, wait till you shake gauntlets with Ogres, Knights, and the ever-unpopular Scrags. We hope you're hungry, because three Secret Areas, one Silver Key, and a lot of swimming are on the menu. You might as well get used to the *Dungeons & Dragons* motif—it's here to stay.

At the start, drop off the right side of the wooden walkway and shoot the bright green patch of stones. Swim down the passage and slog up the ramp for Health, Shells, and a secret.

The next secret starts at the Yellow Armor pedestal. To get there, battle your way through the red disk room, turn left, and endure the combat down the steel catwalk and Nailgun trap to the Yellow Armor. Shoot the red button below the armor to gain access to it. Then drop into the water and approach the wall below the switch. The wall drops, providing you access to another Secret Area and a Slipgate to the Green Armor ledge in the red disk room.

Once you've nabbed the Silver Key, work your way down the checkerboard-floored, arched hallways (through the doors opposite the Silver Key).

To get an otherwise out-of-reach Flechette and a Health box below the Silver Key plank, stand to the right of the plank (facing the distant Silver Key alcove), and slowly slip off the stone ledge. Backpedal as you fall to avoid splashing into the water.

Face the inside of the center column below the burning torch. Press in the protruding stone and turn right. A section wall slides open to reveal a precious Quad Damage rune. Use it to eradicate the vermin behind the silver door.

NECROPOLIS: EIM3

Zombies, Ogres, Shamblers, and Grenades combine to make this our favorite mission in the first episode. This one's a blast.

Battle your way past the Ogre cage and down the right flight of steps. Slay the Ogres en route to the short wooden bridge. Jump off the right side of the bridge and shoot the wall behind the box of Flechettes. It opens to reveal a room that features Health and Grenades.

Once you've gotten to the Gold Key island in the Zombie pond (below the gold door), use the Zombie escape tunnel as your point of reference. Turn about 180 degrees away from the tunnel's entrance and face the large wall with a darkened area near its center. A sinkhole near the center of the wall provides access to a secret room that hides a Ring of Shadows. Use this ring to help cream the Zombies in the above-mentioned Zombie tunnel and any Ogres beyond.

The last Secret Area is the almost-circular Ogre platforms above the hallway that leads to the final encounter area. Kill the Ogres from floor level, and the bars guarding ammo and Yellow Armor rise. Shoot the wall behind the Armor to reveal a Slipgate that stands ready to zap you onto those secretive platforms.

To vanquish the bad guys in the final encounter area, use the hole in the floor of room to your advantage; usually you can get the Fiends to drop down quite easily. A Slipgate opens below in case you need to jump down and return to the battle after refreshing yourself.

GRISLY GROTTO: EIM4

This is the mission for all of us who've ever dreamed of diving into the briny deep in hopes of finding sunken pirate treasure. You won't find treasure per se, but you will get a Supernailgun and other swell swag. What's even better, locating the third and final Secret Area of this mission grants you access to this episode's Secret Mission: Ziggurat Vertigo.

Shoot both red buttons in the second room (above you to the right and left from the start). The large wooden platform drops to the ground, taking the Ogres and Yellow Armor with it. The platform will crush some hapless Knights if you're lucky.

From the mossy beach, drop into the drink. When you get just about even with the top of doorway of the sunken house, look to your right near the surface. You should see two dimly lit circles of light in the far wall. The secret area is the smaller one on the right. Swim up and in for Rockets.

Getting to the last Secret Area starts in the castle's floor-switch/Nailgun trap room. Step on all five *Quake* squares in this area, and an alcove opens on each wall to the right and left of the lift. Worm through each hole and

press the squiggly wall plate that's in the short, far wall on each ledge. When you hit the second switch, the message "A Secret Cave Has Opened . . ." flashes. Retrace your steps to the pond and slip under the water. You should see a semicircle of light near the surface on the right, past the large post. This is the entrance to the Secret Area—and the only non-cheating way to get to Secret Mission: Ziggurat Vertigo.

SECRET MISSION, ZIGGURAT VERTIGO: E1M8

Moon-like gravity and Shamblers abound. And even after playing this mission to death, the novelty factor is so high that it never gets boring.

But before we get to the secrets themselves, how about a few bits of hard-earned tactical advice?

- ❖ Anti-gravity quirks aside, this mission is essentially an exercise in completing a three-switch sequence. You'll find two of these switches on the highest platforms in both huge rooms, and one inside the second room of the pyramid.
- ❖ All ordnance travels increased distances—in all directions. But beware . . . Unlike Quake's Shareware version, Grenades now have the nasty habit of bouncing back into your face. You'll see.
- ❖ Being under an explosion will send you flying. If you haven't experienced a Rocket Jump yet, you probably will here.
- ❖ Ground surfaces are not slippery; all sliding, strafing, and running tactics apply. To maintain control over your combat maneuverability, keep your feet on the ground as much as possible.
- ❖ When airborne, you can (sort of) control your direction and velocity. Practice with the directional keys (and your mouse) makes perfect.
- ❖ When on the offensive, get out the Rocket Launcher and pretend you're an attack helicopter. Leap up between structures, unleash your ordnance, and float back down. Repeat until all is quiet. Don't let the monsters see you until you're ready. This is especially important when attacking the Shamblers in the second large room.
- ❖ You will never take damage from any fall—unless you land in lava.

As for secrets . . . Grab the Pentagon of Protection in the first room, then gently slip off either ledge of the walkway into the lava! You should start sinking almost immediately. Swim away from the pyramid and toward

the large rectangle of light above. As you pop out of the lava, you fly right into a Quad Damage rune! Plow through the Slipgate, dash up the lift to your left, and take care of business with the Ogres and Scraggs.

The other secret is anti-climatic. Once you've cleared out the final room behind the Silver Key door, ready your wimpy Axe and prance down the left hallway. At the end of the hall, turn right, smack the off-colored rectangle of wall, and voila! Nails for everyone!

GLOOM KEEP: E1M5

The secrets and action are fast and furious in the Keep. Learn to avoid the numerous nail and spike traps, and never stop moving.

As the mission begins, you'll find the first Secret Area underwater. At the start, drop off the right side of the short bridge. While below the surface, hug the right wall and duck under the arch to access a room with Megahealth and Flechettes.

Once inside castle, work your way down the right-forking walkway and up the stairs to the Supernailgun. Hop up and hit your head on the torch fixture. A door opens on the other side of the column, revealing a small room containing Yellow Armor.

Exit the Supernailgun room and go up the flight of stairs in the far-right wall to the *Quake*-shadow room. Enter the backside of the Slipgate. Exterminate the riffraff, nab the Quad damage rune at the end of the catwalk, and utilize the same Slipgate that brought you there. Welcome to the Gold Key room. When you take the key and the walls drop, don't pivot at all. A Shambler will be right in your sights.

Down the hallway out of the Gold Key room, among the other baddies you'll encounter is an Ogre on a secret pulpit. To get there (without flying or Rocket Jumping), clamber up the stairs, get on the railing, leap to the distant ledge, then make a running balance beam dismount to the pulpit. Scraggs appear when you stick the landing. Use the Flechettes and Yellow Armor to turn the tide in your favor.

The final Secret Area lies opposite the exit Slipgate in final room. Shoot the crazy-angled wall, and it opens to reveal a suit of Green Armor (and a Slipgate that whisks you back to the castle above).

DOOR TO CHTHON: EIM6

Besides outsmarting a forever-moving spiked wall of death and blasting Ogres by the truck load, killing the Shamblers here doesn't get any easier. And talk about secrets . . .

From the starting platform, work down the left hallway to the Rocket Launcher. Look up at the far, far wall opposite the *Quake* switch; you should see a blood-red *Quake* symbol. Shoot it, and a panel in the wall to your right opens, revealing a lift. Once up top, look down to the protruding lip of a ledge. That's the Secret Area. Drop onto it to collect a Quad Damage rune.

Once you've activated the spiked wall in the bloody hall (and survived the Ogre trap), return to the hall's entrance and wait for the spiked wall to go past (moving to the right). Turn left and run through the Secret Slipgate. From the Supernailgun ledge, you can jump into the dark alcove on the lower right for a Megahealth boost and some Nails.

Once you've leapt over the nailtrap pit, go into the large lava room and hit the *Quake* switch imbedded in the back wall. Slaughter the Zombie commandos, then shoot the red "switch" in the pillar opposite the lava bridge. When you shoot this switch, the stairs leading to the Slipgate on your left invert. Hurry down them for a box of rockets and credit for this secret.

Hang around where you grabbed the rockets until the staircase reassembles itself above you. When it does, a Slipgate appears. Go through it, and you'll find yourself a ledge overlooking this whole area. A Megahealth waits on the opposite ledge.

That's it for secrets. But we'd like a word with you regarding tactics. After you grab the Gold Key, take out the Shambler from the end of the plank. You'll be in his sweet spot—just out of paw-range, yet too close for a lightning attack. Then, when you breach the Gold key area, stock up on stuff and save your game before stomping on the floor switch. Don't wait for the Shambler to burst out of the shadows toward you. Fire as you run toward the Armor and get snugly close in the hallway. The oddly-shaped walls seem to prevent him from fully bringing his arms up, thus foiling his lightning attack.

HOUSE OF CHTHON: EIM7

Though this mission is a bit of a letdown—especially when compared against the end-of-episode bosses in *Duke Nukem 3D*. While the action isn't heavy, it is hot, and absolutely proves once again that there can't be too much barbecue.

While there are no Secret Areas in the House of Chthon, there is one big secret: The only way to kill the bathing Boss Monster is electrocute him by running around the upper tier of the room and stomping the floorplates.

Once you grab the Rune Key and the monster emerges, run around the lower tier, ride the lift up, and balance on the beams as you dash toward the floor switches. Each time you step on a side switch, a huge prong lowers next to Bathing Beauty. The switch nearest the lift sends a massive jolt of electricity between the prongs—and through the beast once the prongs are fully lowered. You'll have to keep running the circuit to deliver jolts of juice, as the prongs reset after every burst. Beware a parting shot from the big freak.

EPISODE 2: REALM OF BLACK MAGIC

Big and nasty, this episode tests both your mettle and your resolve. And what do you get at the end of this adventure? The fabulous Rune of Black Magic. Two runes down, two to go

THE INSTALLATION: E2M1

Loaded with seven Secret Areas, this mission's also infested with heaps of lesser losers. The Enforcer rears his ugly head here, and with only your Axe and pop gun for protection, he can make your life rough indeed.

To find the first Secret Area, go to the second room (the first big room from the start, past the Silver Keycard room), drop off the left side of the water-spanning walkway and swim into a niche filled with Flechettes. Float to the surface while inside this niche for a suit of Red Armor.

After you grab the Silver Keycard, descend the stairs and follow either walkway to the large circular room. Dive into the drink, shoot the grating in the center of the underwater gazebo, and descend. When you touch bottom, shoot the grating in the wall a few times (it should spout blood). Then swim toward the Biosuit and follow the passages to a room loaded with goods. A Pentagram of Protection should be quietly spinning in a niche to the left of the Slipgate—a niche you opened by shooting the blood-spurting grate.

In the room where you claim the Gold Keycard, approach the flashing area (on the right side of the room as you enter). Hop up small steps and pass through a false wall to for another secret and a Megahealth.

From the same Gold Keycard room, hop in the water in front of the sniper's nest and traverse either tunnel to reach a secret chamber, featuring Health and Shotgun Shells. The Slipgate inside there takes you back to entrance of the Gold Keycard room.

Once you've gone through the Gold Keycard door and battled your way to the huge steel cage, get ready for a pair of cool secrets. Press the switch on the right side of the cage to lower a lift on the left side. Take the Shotgun Shells beyond the lift, then shoot the wall on your left for access to a small secret room with a Quad Damage rune.

Once you've exploited the Quad Damage power, return to the steps next to the huge cage. To get at the Yellow Armor inside, stand on the stairs and look for the one set of bars tall enough for you to weasel through. Hop in and down to claim your Yellow Armor prize.

OGRE CITADEL: E2M2

As the title promises, many Chainsaw-swinging scumboys wait ready to saw you to pieces. The three Secret Areas are pretty easy to find, and getting there is all the fun.

Get to the mossy moat area, stand on the left side of the bridge, and drop off the ledge. Slog through the putrid water, go under the arch, and stand against the back wall. Ride the lift up for a Megahealth. Keep going, hang a right and cream any Zombies that stand between you and the arrow-up lift.

Go through the Double-barreled Shotgun to a central hub—the Gold Key door will be down the stairs to your right. To find the next secret, keep that door to your right and descend the stairs dead ahead. Follow the passage to the first window in the right wall. Hop out the window and slip onto the narrow ledge. Traverse it through the Yellow Armor en route to a secret and Megahealth.

Instead of going through the Slipgate in the above-mentioned secret area, leap through the window and hang a left once you've hit slimewater. Go under the rectangle arch and make a hard right U-turn. Climb the stairs for a secret Grenade Launcher.

CRYPT OF DECAY: E2M3

The Crypt introduces you to the fearsome Death Knight. And if you think he's bad, wait 'til you meet a Vore . . . Three Secret Areas and access to this episode's Secret Mission await the victorious adventurer.

The first secret is available to you after you're able to get access to the humped bridge beyond the pentagram door. Jump off the humped bridge and explore the wall directly below it. You'll find a small room with Red Armor and a Slipgate that drops you near the foot of the humped bridge.

Cross over the bridge and bomb the Zombie gang on the far-left parapet. When you hit payflesh, a connecting hallway opens, allowing you unmolested access to a secretive Grenade stash.

To get through the spiked doorway to the fabled Gold Key, stick only your virtual nose far enough forward to activate the trap, jump back, and then press up against the spikes. When they retract, you'll rush into the area beyond. Once you've bombed the Death Knights into submission in the small Gold Key room, shoot the back of the alcove on the right (the only alcove with a burning torch in it) to access an area with Megahealth, Yellow Armor, and the entrance to Episode 2's Secret Mission: The Underneath. But you don't go there just yet . . .

After you've survived the nailtrap hallway/catwalk from hell, hang a left (away from the mission's non-secret exit door), nail the Shambler, and then shoot the ceiling switch to open a passage behind the boxes. In that Secret Area is the switch that unbars the entrance to the Secret Mission. Though it's not an official secret, there's one last area you should see before you go . . .

Return to the nailtrap walkway. As you face the nailtraps, leap to the Ogre/Quad Damage rune platform on the right. Traverse the narrow ledge protruding from the left wall. When you get to the end of the ledge, jump through the opening to find a healthy hallway—and then the Well of Wishes. A passageway to the left of the blue billboard connects the Well room with the entrance to the episode's Secret Mission.

SECRET MISSION, THE UNDERNEATH: E2M7

Before we start in with the secrets, we need to tell you about the one true quirk within this mission: gargoyle faces. In the area beyond the pool, be on the lookout for large, wall-mounted gargoyle faces. Make sure you shoot each one you see. They'll splatter blood on the first shot, unless they've

already been hit during combat. There's at least one gargoyle face in five different rooms or areas. When all the faces have been shot, shoot the back wall of the right-hand niche in last hallway of the mission (the flashing hall that leads to the exit room). A small room with a strange surprise will be yours for the viewing.

Also, at the start, don't go into the turgid water until you've cleaned out the areas above it. The banks are too steep to get out. Now, on with the secrets.

Swim through the watery tunnel to the Gold Key room/door. As you face the door, push the protruding brick on your left to access a Quad Damage rune. We recommend you save this rune for when you mount an assault through the Gold Key door.

Once through the Gold Key door, jump into the slime and (quickly) enter the small alcove below the pier on which you entered. Take the Biosuit, and wade straight forward when you exit the alcove. When you reach the far wall, turn left and proceed slowly. A sinkhole provides access to a small passage featuring Red Armor.

THE EBON FORTRESS: E2M4

This fortress not only boasts four Secret Areas and more monsters than you've got ammo for, but the episode's sneakiest non-secret area. You also lay hands on the mighty Rocket Launcher. So what are you waiting for?

From the Zombie's platform in watery second area, walk along the left stone wall until you sink down to a small Secret Area. The Yellow Armor and a Quad Damage rune will greatly help your cause.

Once you've gained access to the Ogres' bombing perch that overlooks the watery second encounter area (above the first Secret Area), descend to the bottom of the stairs, hang a hard left, and shoot the far wall. Slip down the ramp to a small room containing Megahealth and Grenades.

Ascend the set of stairs opposite the above-mentioned Secret Area. When you get to the top step, stop just on the left side of the big pillar. Shoot the wooden upper portion of the far wall. When you hit it, a niche will be revealed. Leap into this niche for a Pentagram of Protection.

When you've disposed of the Shambler and his Ogre pals in the Silver Key area (press up against the ledge beneath the Shambler, and he'll be unable to target you), jump into the narrow acid trough and search the wall at surface level for an opening. Swim inside a room for a Biosuit and a suit of Red Armor. Use that Biosuit to jump to the slime moat outside the Silver

Key area and hang a right. The acid moat hides an unobtrusive a Quad Damage rune in the far first corner. Use it to battle the Scrags who protect the entrance to the Silver Key door.

Before you assault the room behind the Silver Key door, we suggest you stock up with Health and Quad Damage power before you go in. To access these items, and a sneaky non-secret room, step to the edge of the ledge across from the Silver Key door and retrace your steps back to where the Rocket Launcher was floating. Face the water and look high up to the right of the arch. Shoot the switch. Return to the Silver Key door, go past it, and follow the hall until you get to the Megahealth and Quad Damage rune.

THE WIZARD'S MANSE: E2M5

The magic of *Quake* continues as you battle legions of baddies in ultra-grim combat. And that's not all. Two whole Secret Areas and the mighty Thunderbolt await your presence.

You access the first Secret Area underwater. In the second room, stand next to the Ogres' pillar and drop off the catwalk. Search the base of this pillar for a lift, then ride it up to a secret stash of Shotgun Shells.

In the small hallway at the top of the stairs, just before you hang a left into the presence of the blessed Gold Key, search the left wall a panel devoid of ornate design. Shoot it, and a room with Red Armor is revealed. Drop through the hole in the back of that room to acquire a Quad Damage rune. Be sure to save at least one Quad Damage rune for when you open the Gold door.

When you open the Gold door, an obstruction rises to prevent you from running up the stairs. If you drop quickly into the water (perhaps to acquire the Quad Damage rune), the monsters beyond the door will start to hammer on each other. Don't let them have all the fun.

THE DISMAL OUBLIETTE: E2M6

Because the second Rune Key is the victory prize, Shub-Niggurath had no choice but to pull out all the stops. You've got all the tools you need to find both Secret Areas and get the job done. Just be aware that those spikeball-heaving, three-legged freaks become increasingly common in the next two episodes.

You'll find the first secret when you breach the high-walled castle with the sniping Ogres behind barred windows. This is the castle where you make

the first change to the central bridge. Once you've entered the castle, you emerge at a fork in the tunnels. Complete the switch sequence down the left fork, then backtrack to explore the right fork. Jump in the pool, do an about face, swim under the platform, and hook left to see a Quad Damage rune. When you kill the Ogre in the tower above the Quad Damage rune, a Shambler gates in, literally right behind you. If you leap from the walkway to the water below, you can claim the Quad Damage rune from the Secret Area and make short work of Big Ugly.

Once you've completed the first bridge change to get to the Yellow Armor, work your way down the left passage and ride the lift up to the second floor. Once off the lift, go to the barred doorway. Turn right and shoot the flat metal wall. Follow the passage to an impressive secret stash, which you should use to clean out the rest of the rooms on this second floor.

As for getting that blessed Rune of Black Magic: When you venture into the second to last room, expect a pair of hostile Shamblers to show up when you approach the Zombie stuck to the wall. Kill them quickly because the door seals and the floor to the room begins to drop. Stand in a corner to avoid the nails, and deal with the Fiend that arrives next via teleport. Following the Fiend, a Zombie goon squad arrives. Once again, a corner provides the best vantage point to begin the battle; you can dispense Grenades before worrying about the Zombie standing on your head. When the floor stops dropping, take up a position opposite the portal that appears, strafing from either side of the room's column to dispatch the Vores in mission's final room.

EPISODE 3: NETHERWORLD

After the sprawling and complicated missions in Episode 2, the action here is a welcome relief—that is, if you like battling gangs of enemies with your back to the wall and lava beneath your feet. Even so, if you came through the first two Episodes with flying colors, you should be able to make short work of Netherworld.

TERMINATION CENTRAL: E3M1

Welcome back to the high-tech motif and a population of disgruntled mercenaries. You'll also find five fabulous Secret Areas for keeping the dogs of war from chewing off your legs.

After descending the elevator from the start, work your way through the first encounter area and down the left ramp. Shoot the parabola-shaped shadow on the right wall (under the catwalk) for access to a suit of Red Armor.

Once you make it to the large deck above the acid pool, peer over the edge between the stairways. Drop to the ledge below to collect a secretive grab-bag of swag. Ride the lift up to the rafters to get the Shotgun Shells.

Back on the giant platform, put your back to the switch that's imbedded in the central structure, and let your toes dangle over the edge of the platform. Jump into the acid and swim through the opening at the bottom of the far wall. Flop onto any one of the steel-decked piers. The Slipgate takes you to a hallway above the Megahealth that's visible through the window in the first encounter room.

Leave the large platform and battle your way down the catwalk to the lift at the walk's terminus. Go into the center of the stacked crates (your back will be to the Gold Keycard door). Jump on the brown crate and continue your jumps until you're on the very top. Turn left and shoot the wall panel. Enter the passage and follow it to the lift—and a Megahealth.

Go back on the catwalk, face the lift, and turn left. Angle a step off the catwalk into the darkness, then follow the ledge around to claim a quietly-spinning Quad Damage rune. Use it for your assault through the Gold Keycard door. The power should last until you're almost to the Exit teleport pad.

THE VAULTS OF Zin: E3M2

Fast and furious, this mission boasts three major encounter areas, three bonafide Secret Areas, lakes of lava, and shooting a Shambler in a barrel. As a plus, you get the Grenade Launcher just in time to show it off to a family of Zombies.

From the start, turn left down the first passage, dodge the Zombie, and leap across the pit into to a niche with a Grenade Launcher. Lob a bomb or two on the Zombies below. Then follow your shot, angling for the lip of floor next to the lava pool.

To activate the switch on the box in the lava: Ride the lift, hit the far switch, and drop down the hole in the center of the catwalk. While you're in the lava box room, shoot the section of wall with the skull on it (it's to the right if you're on top of the stairs) for a Quad Damage rune surprise. This alcove doesn't officially count as a Secret Area.

In the area with the large cross-beam ceiling, shoot the wall to the right of the crucifix-like wall art. Jump through the opening and claim a fabulous Ring of Shadows.

Drop down to the area below the crucifix-like art and put your back to the switch. Shoot the off-colored panel on the opposite wall opposite to reveal a Slipgate. It takes you to the cross-beams above this entire area.

And finally, here's what we feel is the best way to survive the final showdown:

- ❖ Murder the Ogre guarding the Gold Key door.
- ❖ Hit the Quake switch in the pillar. While you cream the Zombies, do not walk over any floor grate and do not stomp on the floor switch.
- ❖ After the flesh settles, walk over any of the floor gratings to trigger a wild Shambler and Scrag party.
- ❖ Snipe the enemies from between any of the floor grates. Just make sure to stay clear of the center Quake switch.
- ❖ Once he's dead, another Shambler teleports in. Creative use of the entire mission map almost ensures victory.
- ❖ Step on the Quake switch, drop into the pit, and complete the sequence and the mission.

THE TOMB OF TERROR: E3M3

Short and sweet, the Tomb contains two low-yield Secret Areas and many pools of lava to deep fry the unwary hero. Will that be original or extra-crispy?

Once on top of the lava-stairs in the second encounter area, turn right and look up. Shoot the switch high above, and a section of wall directly in front of you and below slides away. Take the Slipgate to the rafters above this area for a shiny suit of Red Armor.

Once you've secured the room down and to the right of the Red Armor/lava area, dive into the water, turn right, and sink down for a juicy Megahealth.

Secrets aside, the Exit door is opened by a two-switch sequence at the bottom of the stairs in the final lava room. Hitting the first switch drops a set of wall panels across the lava pool, unleashing a vicious Ogre and Death Knight attack. The switch to open the doors to the exit is in the far Ogre cage. The exit room itself is on a landing halfway up the stairs.

SATAN'S DARK DELIGHT: E3M4

Access to the mighty Rocket Launcher and Thunderbolt, way rad platform surfing, and access to this Episode's Secret Mission all contribute to making this one of the most intriguing battlezones in Episode 3. Only Wind Tunnels (E3M5) has more bells and whistles. If you're sick of searching for keys and instead hanker for high-flying action, take delight in the knowledge that this mission was made with you in mind.

You'll find the first Secret Area after you've snatched the Rocket Launcher. Follow the catwalk to the Ogre-infested/pulsating switch room. After you hit the switch and down the three Ogre commandos, put your back to the switch and exit the room via the right doorway. Turn around at the top of the ramp. Shoot the yellow light, and three steps emerge from the wall, granting you access to the secret ledge above the switch room.

The next two secrets are in the cavernous platform-surfing room. Surf the water platforms until it takes its first right turn. Shoot the Ogre on the ledge below, then drop onto his ledge. The walls around you will drop away, giving you free access to the huge Secret Area. Before you go, make sure to shoot the switch above the bloody room (the next platform stop). Doing so puts the grisly Ogre press into action.

Once inside the above-mentioned Secret Area, shoot each of the white lights in the wall. When blood spouts out of the fourth light, a section of wall next to the Quad Damage rune slides away, revealing a Pentagram of Protection. Use these artifacts to attack the first room you go to once you leave the surf area. (When standing on the surf area's opening platform, the lift that takes you to this room is behind the door on the far, far-left ledge.)

Once you've survived the area atop the lift, shoot the yellow light in the ceiling. A section of wall drops to reveal yet another Pentagram of Protection. Test its might on the Shambler who materializes when you go for the Thunderbolt.

To access this Episode's Secret Mission, The Haunted Halls, walk on either ledge that flanks the Thunderbolt/Shambler ramp. Peer into the lava lake; the hole in the middle of the lava takes you to the secret exit.

SECRET MISSION: THE HAUNTED HALLS: E3M7

Three of the four Secret Areas here are extremely well-placed—and help you make such short work of the opposition, it's sinful. The last Secret Area is more of an afterthought, which is huge letdown.

The items in the first two Secret Areas are meant to be used in tandem. To get them, battle your way to the Ogre pulpit above the Yellow Armor. Once you've gotten onto their perch and activated the switch they died to protect, return to the edge of the lift. As the lift ascends, backpedal so that you drop onto the walkway. Sneak under the lift and you'll drop into a room with a Megahealth. Dash through the Slipgate and keep running, guns blazing.

Once you dash through the Slipgate beyond the Megahealth, shoot the grate in the far wall and keep running. When you hit it, a wide beam rises out of the lava, giving you easy access to the Quad Damage rune inside the small niche. Grab it and backpedal to the next room—the teleporting Shambler/caged Vore room. To defeat them:

- ♥♥ Stand on the walkway about halfway between the trapdoor and the door to the next area. Shoot the Quake switch.
- ♥♥ The Shambler should telefrag on your head! Pummel the Ogres dancing in the lava, then turn your attention to the caged Vore.

The floor switch in the Vore pen unlocks the doors in to the next area. Shooting the wall-mounted switch in the cage activates a teleporter, and anything inside—including the Vore—materializes on the walkway.

After slaying the bad guys beyond the nailgun wall trap, hang a left and stand in front of the lift-lowering *Quake* switch. Look straight up. Shoot the tiny *Quake* switch in the high, left corner. A section of wall to your left drops away, revealing a Secret Area filled with fabulous swag and a pair of hapless Zombies.

On the walkway over the lava in the last room, cast your eyes over the right edge and lock onto the cage. Get ready to jump. Landing on top of the cage opens a panel before you. Go the room for a Pentagram of Protection and some ammo. Unfortunately, you probably only have one measly Ogre left to kill.

Quake

WIND TUNNELS: E3M5

We still wonder why Wind Tunnels wasn't designated this Episode's Secret Mission. With two well-placed Quad Damage runes and an extra-bouncy atmosphere, this is one of our favorite missions in the entire game. There really aren't any big tricks for navigating the tunnels. Simply, before you jump, point in the direction you want to land. Doing so means you'll be ready to deal death the moment you touch down.

The first Secret Area is visible after you jump through the first tunnel. It's the ledge above the room that holds Death Knights and a Quad Damage rune. To get there, battle your way down the strobe-light hallway. Run past the pair of Health boxes (where the second Fiend was crouching) and angle toward the far right corner. Drop into the hole, dive through the Slipgate, and say hello the rune. Use it to annihilate the monsters in the room at the end of the flashing hall.

Once you've leapt through the second (red) tube in the main tube room (and survived the epic battle therein), go to the far room and face the far wall (past the tube). Drop into the water. Swim under the arch and ascend into the light for an explosive Secret Area.

After you toppled the Shamblers in the big basin-like area (past the nail-trap room and hallway), work your way around the upper ledge. Stop when you're opposite the entrance to the basin and look up at the beams. Shoot the switch, and a panel to the left of the entrance sides away, revealing another secret stash.

As soon as the action has died down in the last room, shoot the off-colored floor panel that's in front of the Exit Slipgate. After it slides away, drop down and stock up.

CHAMBERS OF TORMENT: E3M6

Two handy Secret Areas make the killing all the easier here. When you consider the Rune of Hell Magic is at stake, you'd think Shub-Niggurath would have beefed up her defenses more. Her loss is your gain. Be liberal with your ammo. After all, you can't take it with you.

After you've grabbed the Silver Key and killed the paratrooping Ogres, look up at the ceiling where they dropped in. Shooting the ceiling-mounted switch lowers the blue panel in the wall to the right of the archway. Go inside for a whole heap of swag. Use the Quad Damage rune at the end of the line to crash a huge party of lesser losers on the other side of the Silver door.

Ride the lift up in the third room behind the Silver door (you have to pass under a series of beams with Ogres on top). Once the Death Knights in the hallway atop the lift have succumbed to your iron fist, stand on the lip of the liftshaft facing the beams and look at the ceiling. Shooting the switch lowers a section of wall past the liftshaft, granting you access the secret crossbeams where the Ogres dance.

EPISODE 4: THE ELDER WORLD

All of the other episodes have been leading you up to this. If you played the episodes more or less in ascending order—or at least saved this one for last—you should have the hard-earned experience necessary to lay hands on the mighty Rune of Elder Magic. If not . . .

THE SEWAGE SYSTEM: E4M1

Since you're stripped of all your Armor and weaponry, playing the role of aqua-hero is downright tough. Luckily, only the requisite cast of minor bad-dies swims between you and the exit teleport pad. As for the four Secrets Areas . . .

From the start, drop into the water and swim through the higher of the two open tunnels. Ride the lift to the walkway above the area, and point your weapon at an irregular wall panel where the walkway makes its first right turn. Shooting the wall reveals a small chamber with Yellow Armor and a Quad Damage rune.

Put the doggies and mercenaries to sleep beyond the Gold door. Then note a Quad Damage rune in the long alcove that's carved high up in the left wall of the long hallway. To get to that ledge, use the rise of the floor as a ramp to leap up and bonk your head on the blinking yellow light fixture. The wall slides away nearby to allow access.

Once you've opened the floodgates, played the role of aqua-boy, and slogged up the stairs to the Biosuit, look above the doorway for a red switch to shoot. Doing so opens up a small alcove in the hallway outside, disclosing Flechettes and a Slipgate. Taking the trip leaves you outside the Gold door.

Once you've disposed of the underwater Enforcers in second to last area, surface in the long rectangular area from where they plopped down for a secret stash of Shotgun Shells and Health.

THE TOWER OF DESPAIR: E4M2

Four too many Vores and a Shambler make their Episode 4 debut here. You'll also find a deadly soup of Ogres, Knights, and Death Knights to turn your stomach. However, many magical items—most notably a Ring of Shadows, and a Pentagonagram of Protection/Quad Damage rune dynamic duo—make all the hassle more than worthwhile. Use them wisely. Oh, yeah . . . you also have five secret areas to find.

From the start, drop down the hole and shoot the huge red disk. Run up to the wall and press the sword switch. You now have free access to your formerly-caged, double-barreled buddy in the opposite corner.

The next two secrets are side by side. Exit the Double-barreled Shotgun room and turn right. At the end of the hall, turn right and shoot the off-colored patch of wall to gain access to a Ring of Shadows.

While in the presence of the Ring, let the door seal you in. Then squirm into the niche to the right of the doorway. Pressing the sword switch temporarily opens a pit in the hallway outside. Be quick about escaping (shoot the door through which you came in) and drop into the pit. Welcome to the secret beams above the Double-barreled Shotgun room.

Once you've cleaned out the Vore, Death Knight, and Ogre infestation in the second red disk room, participate in the balance beam competition. Once at the top of the beams (the same level as the Health box), turn right (away from the red disk) and slip into the shadows. Jump onto the Megahealth to get the Secret Area message.

Once you've forcibly taken the Silver key away from the Vore, return to the balance beams and stand on the Ogre's platform. Shoot the large red disk to open it. Take a running leap into the tunnel, and ride the lift up. Face the sword switch, then turn right and shoot the far wall. A panel slides away, providing secretive access to the Ogre ledges hanging to the left of the red disk.

THE ELDER GOD SHRINE: E4M3

Three Secret Areas, lots of nasty traps, an almost bottomless bag of Fiends and Scrags, and an epic graveyard Zombie battle (our favorite combat arena

in the whole game), make this mission one to write home about. The only downside to this entire affair is the unwelcome presence of the Spawn. We hate Spawns. We bet you do, too. The secrets go like this:

Once you've made it through the graveyard battle and gone through the Slipgate, get up to the stained-glass window ledge. You can step behind either of the narrow stained-glass windows for Health. Whichever one you enter first will give the Secret Area message.

From the stained-glass secret window room, battle down the long passage, hang a right, then follow the corridor to the stained-glass window structure. Pressing the switch on the wall opposite the structure lowers the floor, depositing you in a Secret Area stocked with valuable prizes.

When the chunks settle in the Secret Area mentioned above, step on the central lift and quickly back off before it carries you up. Beneath the lift you'll discover a Slipgate which deposits you in the presence of a suit of Red Armor above the (formerly) Scrag-infested, secret stained-glass window room.

† THE PALACE OF HATE: E4M4

Unlike the typical rat-in-a-maze 3D action game mission, the Palace of Hate is wide open. Five fearsome Shamblers and a whole host of minor baddies run wild the moment you stir them up. Grab the Supernailgun as early as you can, or you'll be served up the Lightning Bolt Special for eternity. Lastly, if you haven't ever heard of or experienced a Rocket Jump, you get your chance to learn what it is and how to do it here.

The secrets begin with your back to the big red disk in the huge second battle arena. Shoot at the sunny sword-switch symbol at the crest of the arch. The red disk opposite the archway opens, revealing a Fiend and a Pentagonagram of Protection. Suck down that Pentagonagram, battle under the arch and down the hall. It should still be working in time for you to topple the Shambler that stands between you and the Supernailgun pond.

Under the sunny sword-switch arch, you should see a spinning Grenade Launcher. Bathe in the pool next to the Grenade Launcher to receive a fabulous Health boost. A message will flash when you've exhausted the pool's healing power.

To get the Red Armor (past the healing pool) under the wooden stairs, go to the lighted rectangle in the dark hallway above the armor. It's a lift. Step on the edge of the lift and quickly jump off. Dash under the platform and

follow the passage to the Red Armor. The floor switch slides back part of the stairway, providing you an easy escape.

To find the next Secret Area, put your back to the guillotine and follow the long passage straight ahead to the Flechette. When you grab the box of nails, you trigger a Knight attack. Once you've downed the Knights, step on the left platform and ride up. Drop down into the pit for a Quad Damage rune. The Slipgate zaps you to the wooden steps beyond the guillotine.

The last secret is in the Sliver Key room. To get there, stamp on the switch past the guillotine, drop down to the Supernailgun area, and leap off the far plank over the pool to the key. To get the secret itself, drop a Grenade into the hole under the Slipgate, stand on the bomb, and jump when the Grenade detonates. You'll end up on a platform above the Sliver door—and one room away from the exit. Use the Ring of Shadows there to make a sneaky escape, or to mercilessly blast the unwitting baddies.

If you can't get the Grenade in the hole, you can cheat and give yourself a Rocket Launcher. Stand under the Slipgate, point the Rocket Launcher at the ground, then simultaneously fire and jump.

HELL'S ATRIUM: E4M5

Four secret areas (plus a single unofficial secret) and lots of Thunderbolt fodder await the blood-thirsty hero. Even better, this mission contains one of the most dastardly tricks in the whole game. Even when you know it's coming, it's tricky. And if you don't know, you'll inadvertently seal off the exit to this episode's Secret Mission and never be the wiser . . .

Once you've flattened the opposition in the first room behind the Gold door, stand on the floorplate and ride the lift that lowers. Once atop the lift, shoot the switch on the left side of the doorway for easy access to power-up central.

Though the next area isn't officially a secret one, it's still worth finding . . . sort of. Go up the stairs from the first room behind the Gold door and veer left. Once in this room, turn to face the very bright, pulsating window. Shoot it and a wall directly opposite the window drops, revealing a Ring of Shadows, some nails . . . and a Vore.

In the gray-walled, tall stained-glass window room, step on the floorplate to open the nearby window alcoves, unleashing Zombies. Once they're dead again, stand on the switch, face the Death Knight's perch, go through the left niche, turn right, and shoot the wall. Ride the lift up and jump into the slime pool (after bombing it clean) to claim a powerfully secretive stash.

From the secret acid pool stash, hop the ledges until the doorway to get into this entire area is below you, to your left. You should be facing a lit passage. Grab your prizes as you follow the passage to a huge hole in the wall. You'll see steepled ceiling beams when you get to the end of the line.

Stand at left side of the window and jump onto the huge beam. Leap along the peaks of the beams to locate another Secret Area. The message flashes when you reach the beam nearest the halls' intersection. To get to that secret-triggering beam, allow yourself to slide slowly to the left from that last peak as you leap. Do it right, and the secret—and yet more Cells—are yours. This secret's definitely easier said than done.

And finally, to access the Secret Mission, The Nameless City, stand before the Silver Key switch, but don't put it in. If you use the Silver Key on this lock, you'll seal the entrance to this the Secret Mission. Instead, hopscotch across the lava by jumping to the top of the pilings in the pit to the other side. A Vore waits out of sight, to your right, while the true Silver door, concealing the Secret Mission entrance, sits on the left.

SECRET MISSION, THE NAMELESS CITY: E4M8

With a tip of the lightpen to H.P. Lovecraft's chilling work, id's version of The Nameless City comes replete with horrible monsters who all conspire to soak up as much of your limited ammo supply as possible. The name of the game here is conservation. Use the power-ups for their intended purpose, and you'll make it through in one piece. Probably.

To see the first of four Secret Areas, duck into the hall under the Gold Key platform and hang your first right. At the top of the ramp you'll see a ledge. That's the secret area. To reach it, you must leap across the hallway you used to enter this area, and hit the switch high on the wall. An area down the hall opens. Ride the lift you find there up to where a Shambler lives. He's guarding a hole in the floor that takes you to the secretive Red Armor ledge.

Drop off the Red Armor ledge and peer into the huge hole in the floor. Before you jump to the bottom of the well, put your back to one of the walls and look about halfway down the hole. You'll be able to clearly see some treasure on a ledge about halfway down; you can reach it by jumping from the opposite side of the well and continuing to press the forward button as you fall. Note that from the inner lip of the well, you can shoot the wall on the second tier to open a small non-secret room with valuable treasure.

At the bottom of the well, we suggest you explore the hallways and lifts nearby (and step on the floorplate at the end of the journey) before you drop inside the wooden cage.

The area behind the Gold door is a secret one. The Gold door is the first door you see when you top the ramps in the very beginning of the episode. It's not much of a secret, but there it is.

To survive the final and giant combat scenario in this mission, it's essential that you bring the Pentagon of Protection that's found in the area beyond the wall-mounted spike trap, as well as the Quad Damage rune on the same ledge as the Slipgate that takes you to the final combat room. The final battle area is a nasty, sealed room where every enemy must be dead before the exit Slipgate and the Silver Key will be revealed. Note that a second wave of enemies teleports in, one after the other, in the center of the room. If you target the central podium, you will have a pretty good chance of escaping alive.

Lastly, beyond the Silver door, hang a right and go up the ramp. Drop into the wooden cage (and claim the final secret in this mission) via a triangular hole near the box of Cells.

THE PAIN MAZE: E4M6

There's reason to cheer because the Rocket Launcher finally makes its belated appearance in Episode 4. And it's about time! Loads of Vores, Spawns, Fiends, and Death Knights beg for some killing—and you greatly help out their cause with the generous compliment of top-of-the-line power-ups found within the four Secret Areas of this mission.

You access the first Secret Area by hitting the obviously protruding switch on the pillar in the first large room. A blue window in the far wall slides away, revealing a passageway. Jump in and ride the lift up to access this secret hallway.

The second secret requires that you dive into the blue pool that you passed en route to defiling the first unholy altar. Once submerged, look up before you start any serious swimming. Do a 180-degree turn before ascending into the lighted area. A pair of Spawns cower between you and a sporting cache of goods.

Press your advantage into the green-domed/wooden beam room. Use the Gold Key to get on the wooden beams and work your way toward the Red Armor platform. Stand against the wall, look up, and shoot the dome in the

center of the ceiling. The beam you're standing on rises above the Red Armor platform. Drop off the beam to claim your secret prizes.

The final Secret Area is accessed underwater in the green-domed room. Face the center structure and drop below the surface directly in front of the Gold Key switch. Shoot the greenish wall to reveal a Pentagram of Protection and other valuable supplies.

We suggest you use the Pentagram and the nearby Ring of Shadows to mete out gangland justice on the enemies in the last rooms (you get there via a balance beam tumbling run after you enter the Slipgate next to the Rocket Launcher platform). If you don't have the Pentagram, or it runs out prematurely, think about cowering in the turgid water and lobbing Grenades and Rockets into the area (especially into the tall windows in the right wall) to thin out the resident aliens.

AZURE AGONY: E4M7

In addition to supplying the final rune in your quest, Azure Agony boasts the mother lode of Secret Areas (nine, to be exact). Luckily, most of them are packed in tightly together. And even better, only a few lazy Vores and some oafish Shamblers hang around to thwart your efforts. Of course, some other lesser monsters also take exception to your intrusion—namely, some Death Knights, and Fiends, and Spawns, and . . .

The first secret is the Red Armor ledge. To claim the Armor, grab the Biosuit opposite the ledge. Dash back toward the Red Armor ledge, hang a left, and hook left into the small alcove. The floor drops away and you fall into an acid pit. Sweep around the right corner (past the first Slipgate) and dash through the other Slipgate. (You won't see it when you first fall into the acid.) This "hidden" Slipgate zaps you to the Red Armor room and into more fun than a warrior should be allowed to have.

Ascend the stairs beyond the Red Armor ledge to the Ring of Shadows ledge. A whole heap of Secret Areas are in the vicinity of this Ring. Go past the Ring, down the stairs and turn right. Shoot the switch beneath the stairs, then work back around to the other side of the Ring of Shadows platform to climb those stairs.

Once on the Ring of Shadows ledge, shoot the circles of light on each brick wall. Each alcove you enter counts as a separate Secret Area.

Still on the Ring of Shadows platform, go past the Ring and get ready for Vore trouble. Shoot the wall to the right of the scary hooded-face artwork. Once he's down, his secret stash is yours for the taking.

Quake

Jump off the Ring platform and head up the stairs to the area with the pond and the large red disk in the ceiling. Go up the steps and shoot the red ceiling disk. Then drop in the water and press the wooden *Quake* switch under the stairs. Go through the Slipgate (leave the Quad Damage rune for when you mount an assault on the Silver Key area), and backtrack to the red brick hallway (just like the subtitle says). Once the rockin' action with Fiends and Spawns is done, you can climb the red brick steps to get credit for finding this Secret Area.

More secrets await in the Silver Key area. Drop into the water and take up a position in the hub of the bridges. Shoot the center of the angled support piece under the Pentagram of Protection for a secret Rocket room. Turn 90 degrees to your right and shoot the center of the support piece below the Quad Damage rune to reveal a Slipgate. Just going through the Slipgate counts as a secret. You'll find yourself above the now-familiar Ring of Shadows ledge. When you step up to the lip of the platform (above the Ring ledge), you'll get credit for the last secret of the mission.

To end this agony, shoot the red disk in the floor and ceiling of the Silver Key area. The gates to the Rune of Elder Magic will lower. Breech the Silver door and complete the quest, grasshopper.

SHUB-NIGGURATH'S Pit: EPD

OK. So you've got all four runes. After you've endured the missions in *Quake* (and some rather tortured prose along the way), you find yourself standing on the top of the stairs that are ready to lead you to your fateful date with the foul hell-mother herself!!

There's only one Secret Area in Shubbie's pit. After you've run around (or through) the gauntlet to the Slipgate at the end of the ledge, stand before the Slipgate and peer over the ledge. Drop onto the thin walkway and follow it to the Quad Damage rune in the small room. The Slipgate behind the rune deposits you near where you stepped off the main ledge.

There's only one way kill Shub-Niggurath herself—telefragging. As soon as you teleport past the Scrag, and into Shubbie's inner sanctum, you'll see a benign spikeball floating away from you. You're going to kill the chief beastie herself using that spikeball. How? Patience, patience . . .

Once you down Shubbie's Shambler pal, the wall before you drops. That's when the real fighting begins. Use your brains and the Pit's environment to

your advantage. Take out the first wave of bad guys from the relative safety of the area before the Nailgun traps. Then creep up to each nailtrap and Rocket the Vores (before they get you). Attacking a Vore usually sets a Shambler into action. Snuggle up against a nailtrap and let the Shambler come to you. He'll stand there and take it until he dies. Repeat the process until you're either out of nailtraps or out of monsters.

If that doesn't suit your style, or if you want to unleash the power of the mighty Quad Damage rune, try immediately dashing past the all the enemies you see (and don't see) after you kill the first Shambler. The longer you stand your ground and do battle, the more bad guys show up. Drop down to the Quad Damage ledge, dive through the Slipgate, and make as much hay as you can while the rune glows. Apply the tactics above to finish off any monsters that may remain.

As for killing Shubbie herself . . . The floating spikeball is your portal into the belly of the beast. Wherever that spikeball happens to be is where you'll materialize when you step through the end-of-the-passage Slipgate. When the spikeball slides into the crown princess of vile, merely step through the Slipgate and you'll be the hero your mother always hoped you'd be!

DEATHMATCH

As 3D action games go, there's no better game than *Quake* for Deathmatch play. While diehard *Duke Nukem 3D* fans may disagree, only in *Quake* can up to 16 combatants join the fray—either individually or in teams—and set Time and Frag limits. What's even better, players can enter a match that's already in progress. How? *Quake*'s Game Engine treats a single player as if its a multiplayer game with only one player. No, its not some morbid existential dilemma, it's the best thing that's ever happened to Deathmatch.

In fact, as a member of a *Quake* team (or tribe), if you wear the same color pants as your other team members, you have the option of not being harmed by friendly fire. This feature actually makes Cooperative and team play fun for a change. Still, there's something to be said for shooting your buddies in the back—but at least you have the options to choose how you play.

More than all of these fantastic features, however, each *Quake* mission map was designed with Deathmatch firmly in mind. The achingly circular

mission maps bear this out. And to hammer the point home, *Quake* offers six Deathmatch-only levels (versus *Duke*'s lone Dukematch-only level).

You'll find that the majority of *Quake*'s Deathmatch arenas are best suited for two or three players, at the most, which is as it should be. The missions in the regular game episodes easily accommodate larger numbers of players, and though they can also work for one-on-one or team confrontations, sometimes the layouts are a bit too sprawling. With the Deathmatch levels, you're always in the vicinity of your opponent, which is why you're there in the first place.

Knowing the layout of all the levels is often the greatest advantage you can have. Hopefully, you're smart enough to know that you need to have some *Quake* time under your belt before jumping on-line and issuing Deathmatch challenges. Remember, the tactics which see you through the single player game serve you well when Deathmatching.

Past that, take a few minutes (or more) by yourself to get familiar with the location of the baddest weapons and power-ups in multiplayer mode—both in the regular missions and the Deathmatch missions. Be sure to check the layout for sneaky avenues of attack and escape, including the destinations of Slipgates.

Red Armor . . . Megahealth . . . Rocket Launcher . . . Thunderbolt . . . Rock and Roll.

CHAPTER

8 GAME EDITORS

Check out these INTERNET
addresses for more info:

www.gamespot.com

www.doomgate.games.org

www.ten.net/

www.stomped.com/

www.pennet.com/drsleep

CREATING AND MODIFYING YOUR OWN 3D LEVELS

So, you've just finished playing the final level of *Duke 3D* or *DOOM II* when you stumble upon this chapter. Create your own levels? Edit existing levels? Sigh . . . so much for getting a life!

All the games covered by the *3D Action Gamer's Bible* have programs available that you can use to build new levels or modify existing ones. These programs, called Game Editors, help you design levels and place monsters, ammo, weapons, power-ups, etc. wherever you like.

Everything you've seen in your favorite 3D game, you can re-create in your own custom levels. If you have the patience, skill, and time, you can even substitute entirely new monsters or sounds for the old ones. Furthermore, if you have a favorite level (or a level you just can't stand), you can make whatever changes you desire.

WHAT'S AN ENGINE AND AN EDITOR?

All this is possible because of the way 3D games are designed. I am greatly over-simplifying it, but basically, game developers will make a game in two basic steps. The first step is to write a program called a Game Engine. As you might guess from the name, the Game Engine runs the game. When you walk down a hall towards a door, it is the Engine that makes the walls appear to slide by and the door appear to get closer. Where the wall is located or what it looks like on the screen doesn't matter to the Engine.

That's because the programmers' second step is to design a Game Editor. The Game Editor creates and prepares all the information the Engine will process. This is where we come in. All we have to do is tell the Editor where a wall is and what that wall looks like, and everything else is handled. The Editor tells the Engine about the wall, and the Engine makes the wall appear and do all the wonderful things walls do so well.

The really nice thing about this setup is that the Engine does all the hard work. We can tell the Editor to place a lamp in the middle of a room and not worry about perspective or how it looks from each direction. This makes creating your own levels much quicker and easier. All you have to do is decide where each wall, monster, weapon, and ammo pack should be placed. The Editor and the Engine take care of the rest.

WHAT'S COVERED IN THIS CHAPTER?

Even with an Editor assisting with the design and creation, it would still take a large book to cover everything a single Game Editor can do. Creating a full-blown, professional looking *DOOM* or *Duke* level takes a lot of patience, attention to detail, and a good bit of time.

However, in *Duke Nukem 3D*, putting together a couple of rooms with some monsters and ammo can literally take ten minutes. Once you get the hang of it, you'll find it is simple, quick, and fun. Even quicker is editing *DOOM*, *Heretic*, and *Hexen* levels. It takes just a minute or two to add monsters or goodies to these levels, and then go play in them. If you enjoy yourself with either Game Editor and want to learn more, I've included a section on places to go for further information.

THE GAMES AND THEIR EDITORS

Although this book covers six 3D games, I am only going to be discussing two Game Editors. Why? *Dark Forces* doesn't have a Game Editor available, and the *DOOM*, *DOOM II*, *Heretic*, and *Hexen* levels can all be changed or created with the same Editor. This is possible because all four games are based on the same Engine. Since the Engine is the same, you don't need to change the Editor. Remember, the Engine doesn't care what something looks like. Whether a monster is a gargoyle, an imp or an ettin, it is all the same to the Engine. For this reason, the only thing the Editor needs to know is which *DOOM*-based game it's working on.

Which is better—the *Duke* editor or the *DOOM* Editor? They are different. The *Duke* Editor is called *Build* and is included with the game. This makes it simple to install and run. It's also more intuitive and easier to use than the *DOOM* Editor, which is called *DETH* (*DOOM* Editor for Total Headcases). *Build* has a very nice 3D mode. It allows you to make changes and see the difference as the changes are made. However, with *Build*, you can't edit the *Duke Nukem* maps which come with the game. Also, *Build* does not include a very organized way of storing and selecting images or creatures. This last flaw is frustrating as it is just due to sloppy design.

DETH, on the other hand, is freeware, and has to be downloaded from the Internet. It is the latest *DOOM* Engine Editor and has replaced the older Editor, DEU (*DOOM* Editor Utility). Nevertheless, DEU and DETH are very similar. All the *DOOM* editors and utilities you will find on the Net were not created by id. Instead, people in their spare time figured out how the *DOOM* Engine worked, and made the Editors up from scratch. That's quite an achievement.

They have done several things right, like allow the user to edit the original levels which come with the games. This can be quite fun. Unfortunately, there's a major drawback to DETH. Although it's easy to edit current levels, it can be much harder to create new levels. DETH has four different edit modes, depending on what you're modifying. DETH also requires a lot more precision, attention to detail, and is less forgiving if you make a mistake. None of these things are insurmountable, but to show you how to create a level (like I will for *Duke 3D*) would take up more space than I have available with this chapter. Hopefully, you will enjoy editing existing *DOOM* Engine games so much, you will download a tutorial or buy a book and start creating your own levels, too.

TOOLS OF THE TRADE

Building or editing a level, like building a house, requires the bringing together of many different variables into a pleasing, or "hell"acious, whole. A better understanding of each of these variables can help in your design. Furthermore, as you run into rough spots where things just aren't going right, an understanding of the underlying principles of how they're supposed to work will frequently assist in troubleshooting.

Let me emphasize that you shouldn't worry if you don't understand each item below. Once you actually place a vertex or a texture, it will all become much clearer.

VERTEX AND VERTICES

A vertex is a point or dot you place on a grid. All computer programs need to have starting and stopping places. In Game Editors, vertices (the plural of vertex) are those places. They tell the computer where a line begins and where it ends. The common analogy is that vertices are fence posts which the computer uses to string up a fence or a line.

LINES

Going back to the fence analogy, once you have two fence posts, you can now build a fence between them. This fence is called a line, and the Build and DETH Game Editors handle lines differently. Once you place your first vertex, Build will automatically attach a line to your mouse. Wherever you move the mouse, the line is sure to follow. That line is waiting for you to place a second vertex. When you do that, the line will be set connecting these two vertices.

TEXTURES

Think of textures as computer wallpaper. You cover your walls, ceilings, and any surface you want with the texture you desire. Brick, wood, metal, and concrete are usually the most common textures. However, there are quite a few unusual ones, as well. Water, toxic waste, the sky, or *DOOM*'s innard walls are all examples of more exotic textures which can be used just as easily as the standard ones.

SECTORS

Vertices and lines are used to build sectors, and sectors are the building blocks of your levels. In fact, one way of describing a level is that it is merely a group of sectors which are connected together. A sector can be a room, a pillar, or the shadow that a pillar throws. Any area of your level that is different from its neighbors will probably need to be its own sector.

SPRITES

Sprites are all the little goodies and interesting things you can place around your level. Everything in your level which isn't a wall, ceiling, or flooring of some sort is probably a sprite. Sprites add detail and complexity to your levels. They can be decorations which you place on a wall such as a banner, a push button, or a flaming torch. They can also be the items with which you interact as you move through the level—monsters, ammo, power-ups, etc. A level is just empty space until you start adding sprites.

DUKE NUKEM 3D

Who is kidding whom? Like many a good 3D warrior, you've skipped all the talk and just want to get to the action. Great; but when the first rush of designing your own level passes, or if you get frustrated and need a break, go back and read the stuff you missed. It will give you an important overview and should make it easier to create a good level. Lastly, at the end of this section is a list of all the Build commands you will use. Enough talk.

- 1) Install **Duke Nukem** in your computer (if you haven't already done so).
- 2) One of the nice features of Duke is that the Level Editor, Build, comes with the game. This means that loading and configuring it to your computer is much quicker and easier than with the Game Editor for the DOOM Engine. Copy the entire contents of the \Goodies\Build subdirectory on the Duke CD into the Duke3D subdirectory of your computer. The following command, entered from the DOS prompt, should copy the necessary files. I am assuming that **Duke Nukem 3D** has been installed into the default subdirectory called "Duke3D." If you have given this directory a different name, then use that name instead.

copy [CD-ROM drive letter]:\goodies\build*. * c:\duke3d

- 3) Go to the Duke3D subdirectory. You can go there by typing the following at the DOS prompt:

cd C:\Duke3D

- 4) Buildhlp: Once you are in the Duke3D subdirectory, type Buildhlp at the DOS prompt. This will start the Duke Editor's documentation program. This documentation doesn't cover everything, and can be unclear if you don't already have a good idea of what you want to do. That being said, there is a lot of useful information here, and you will probably want to refer back to this file frequently.
- 5) Print Buildhlp: In fact, I highly recommend printing the whole thing. That way, whenever you have a question, you don't have to stop what you are doing and enter the Buildhlp program. Buildhlp has a feature which will automatically send the whole file to your printer. Hit the **F2** key to start printing. The total document is 44 pages long, so be sure there's enough paper in your printer.

- 6) Once the document is printed, quit from the Buildhlp documentation program by pressing the **[Esc]** key. The computer will return you to the DOS prompt.
- 7) Start Build: Duke 3D's Game Editor program is called Build. To start the Build program, you need to type build and the name of the map you wish to create or change. At the prompt type,

Build first.map

First.map is the name I decided to give to the map I am going to create. You can name your map anything you like; just be sure that the file name ends in ".map" (ie. test.map or level3.map.)

- 8) When you start the Build program, the first thing you will see is a title page from 3D Realms. Hit any key.
- 9) Next, a square grid will appear which covers the upper two-thirds of the screen. Below it is a gray box where the program will send you various bits of information. Within the grid, you'll see a red plus sign (+) which is your cursor. When you move the mouse around, the cursor moves. You will also see a white arrow. The arrow tells you the current location of Duke within the map.
- 10) Create a Vertex: Move the cursor towards the upper left of the screen and hit the **[Spacebar]**. You'll see a green square appear where two of the grid lines intersect. This green square is one of those vertices I mentioned earlier. If you now move your mouse around, you'll see a white line connecting your mouse's location to the green square (vertex).
- 11) Create a Sector: Move the cursor to the right about ten squares, and hit the **[Spacebar]** again. Another vertex appears, and a stationary white line connects the two squares you've created. Furthermore, a second white line appears, connecting your mouse to the second and last square you made. If, for some reason, you misplaced a vertex and want to remove it, hit the **[Backspace]** key. This will delete the last vertex you placed.
- 12) We want to make a rectangular room, so move the cursor down and hit the **[Spacebar]** a third time to create a third vertex. Move the cursor the left and hit the **[Spacebar]** a fourth time. You should now have U-shaped figure resting on its side on the screen.

- 13) The last step is to make a closed rectangle by moving the cursor back over the first vertex you created, and again hitting the `Spacebar`. You should now have a rectangle on the screen with one of its sides blinking. This rectangle is your first sector. (Isn't it cute? It looks just like you!) As you may recall, sectors are the building blocks of a level. All of the architecture and most of the game's special effects relate back to a sector.
- 14) One of the easier mistakes to make is not to completely enclose a sector. If a sector has an open end like the U-shape in step 12, then it won't work. You can tell you have an open sector because the cursor still has a white line attaching it to the last vertex you created. Now, as you move the cursor around the screen, you should see the side of the rectangle blink that is nearest the cursor. This blinking tells you which part of your map is currently selected. Any changes or modifications you do will happen to that portion of the map that is blinking.
- 15) Deleting Vertices and Sectors: Suppose you complete your sector, and then decide you want to move a vertex, or even delete the sector. You can click and drag on a vertex to position it wherever you desire. If you want to delete the vertex, drag it on top of another vertex in the sector. If you want to delete the whole sector, drag all of the vertices on top of one vertex. When there is only one vertex left, the vertex and the sector will disappear. Experiment with this for a while.
- 16) The first phase of creating your map is almost done. However, before you save your map, we must do three things so that the Build program won't crash when you try to restart it.
- 17) Adding Vertices to a Sector: The first thing we need to do is create a second sector. Without two sectors, the game crashes like King Kong hitting the pavement. (Nothing like a good metaphor...) So let's make a hallway going off the room we just built. Place the cursor on the middle of the right wall and hit the `Insert` key. You will see a vertex appear, but it will not be connected to cursor by a white line.
- 18) Go down a couple squares and place another vertex in the middle of the right wall by hitting the `Insert` key a second time. You should now have four vertices along the right wall.

- 19) Now go to one of the middle vertices and hit the **[Spacebar]**. Now a white line appears connecting the cursor and the vertex.
- 20) Make another rectangle by hitting the **[Spacebar]** where you want the vertices to appear. Make this sector thinner so it resembles a hallway.
- 21) The second to last vertex you will select should be the other vertex you made in the middle of the right wall. But there is one more step you need to take. Even though the two middle vertices of the right wall appear to be connected and forming a sector, they are not. You can tell because there is still that pesky white line connected to your cursor. In order to finish the sector, you need to connect the two vertices imbedded in that right wall. Move the cursor over the vertex you used to start this second sector and hit the **[Spacebar]**. Now, not only will the white line to your cursor disappear, but a red line appears as well. That red line shows up along any wall that is shared by more than one sector.
- 22) **Placing a Start Position:** The second thing you need to do in order to prevent your map from crashing is to place the white and brown arrows (which represents the position of our hero) inside one of your sectors. To do this, move the cursor into one of the sectors and hit the right mouse button. This will move the white arrow, which represents the player's current position inside a sector. Then position your cursor where you want the player to start when the level begins. Hit the **[Scroll Lock]** key. This will move the brown arrow there.
- 23) **3D Edit Mode:** The third and last thing we need to do is place at least one sprite into our map. But first we have to talk briefly about edit modes. The mode you have been working in so far is the two-dimensional or 2D mode. To place a sprite and assign it a value, we need to go to 3D mode. To do this, hit the **[Enter]** key on the numeric keypad.
- 24) It looks kind of weird, especially with all that drab gray-brown brick work. Even your high school didn't look this bad. Use the arrow keys to move around and turn. It seems like your moving around a regular *Duke Nukem* map, but you can't use the **[Shift]** or the **[Alt]** key.
- 25) **Add-a-Sprite #1:** Once you're done exploring, point the cursor (which is now a white cross rather than a red cross—don't ask me why) at the floor, and hit the **[S]** key. You will see a rectangle appear with that same gray-brown brickwork. You have just placed your first

sprite. You could have pointed the cursor at the ceiling and pressed the **[S]** key, and the same effect would have been produced. If you had pointed the cursor at a wall, you would have created a black rectangle rather than a gray-brown one. Although the wall sprite looks different from the floor and ceiling sprite, they basically work the same way.

- 26) **Saving and Quitting:** Okay, it's time to leave. To save your work, switch back to the 2D edit mode by hitting the **[Enter]** key on the numeric keypad once again. On your map, you will see a purple circle with a little tail. That represents the location of the sprite you just created. When your grid is zoomed in close enough, the sprites will have their names listed underneath the purple circles.
- 27) Hit the **[Esc]** key and you will be shown a list of general commands, including Save and Quit. Select **[Q]** for quit, and answer the ensuing questions with a **[Y]** or **[N]**. Of course, when it asks you if you want to save changes, type in **[Y]**. The Build program will now return you to the DOS prompt.
- 28) Let's get back to our map by restarting the Build program. Type in Build first.map. Substitute your own map's name if it is different from first.map.
- 29) **Add-a-Sprite #2:** Oddly enough, your map will open in 3D mode when you start the Build program. Search your map until you find your sprite. If you can't find it, you can always switch to 2D mode and look for the purple circle with the tail. Once you find it, go to 3D mode and point the cursor at the sprite rectangle. With the cursor on the sprite, hit the **[V]** key. The screen will go mostly black and you will see a small copy of the brickwork surrounded by a white rectangle. The white rectangle is now the cursor.
- 31) Hit the **[V]** key a second time and you will see a lot of graphic images laid out in rows across the screen. Hit the **[Pg Dn]** key a couple times and explore. What you see are all the graphic images in the Duke game. There are over four thousand images! You probably noticed that quite a few of them have hot pink backgrounds. That means when the sprite is placed in the game, whatever background is behind the sprite will replace the hot pink areas.
- 32) As you explore, you'll notice two other things: First is a number in the lower left corner that is the unique number for whichever

image is highlighted. Second, you will occasionally see a name in the lower right corner. For instance, at image 1680, you will see the "Liztroop" name listed. There are over fifty different images of a Liztroop, but only a couple of them are named. Those that are not named are merely pictures the computer uses to make the sprite look like it is moving. Those images that are named actually cause the sprite to appear as a monster (rather than just a picture) in the game. Highlight image 1680, and hit the **Enter** key. You will now be returned to 3D mode and see a Lizard Trooper standing where the sprite rectangle used to be.

- 33) **Changing Sector Heights:** You will probably notice that the top of the Lizard Trooper's head is sticking through the ceiling. It is time to raise the roof. You can change the height of a ceiling, floor, or wall by pointing the cursor at it and hitting the **Pg Up** or **Pg Dn** keys. Play with this for a while. You may notice that the hallway's heights aren't changing. That's because the hallway is a different sector. What you do to one sector does not affect what happens in another sector. This is how the game creates all the variety in its architecture and lighting. It can be a huge task. Experiment with changing the heights of the floors and ceilings, especially where the hallway meets the room. A word of warning: Sometimes you can hit **Pg Up** or **Pg Dn** so often that you can no longer move from room to room because their relative heights are so different.
- 34) **Adding Textures:** Let's also get rid of these drab gray-brown brick walls. Point the cursor at a wall, ceiling, or floor, and press the **V** key. You will again find a mostly black screen. Hit the **V** key a second time, and you are back to the list of images. You can choose any image you want, so go ahead and experiment. If you don't like the way a wall looks, point the cursor at it again and hit the **V** key. You will notice that the screen you get after you hit the **V** key the first time now has a list of all the images you've used in your level. This is a nice shortcut.
- 35) **All these wall images are called "textures."** Needless to say, your choice of textures greatly affects the look and feel of your rooms. You will also quickly notice that some images look good in some places, and lousy in others.
- 36) **Copying Textures:** There is another useful shortcut you can use if you want to have more than one wall with the same texture. Point to the wall you want to copy and hit the **Tab** key. Next, point to the wall

onto which you want to copy the texture and hit the **Enter** key. Once you set the **Tab** key, you can go around the room and hit the **Enter** key on every surface you want to place that texture.

- 37) Okay, let's put a couple more monsters and add a few goodies to this map. Remember, point to the spot where you want the item or monster and hit the **S** key. Then point to the sprite rectangle you have just created and hit the **V** key. If the sprite you want is not already listed, go to the big table and select the sprite you want to place. Placing sprites such as ammunition or weapons or even power-ups is exactly the same as placing monsters. Also note that once you have selected a sprite, when you hit the **S** key a second time, rather than getting a gray-brown brick rectangle, you instead get a copy of the last sprite you created. You can still change this sprite into whatever you want simply by pointing and hitting the **V** key.
- 38) Changing Sector Shapes: Once you're done placing sprites and putting textures on the wall, go to the 2D edit mode by hitting the **Enter** key on the numeric keypad.
- 39) It's very possible that your room is feeling claustrophobic, so let's widen it a bit. Place your cursor over one of the room's vertices and click and drag with your left mouse button. You can reshape the room however you want. If you want to create more than four walls, do what we did when we were connecting the hallway. Add a vertex to the middle of a wall by hitting the **Insert** key. Then click and drag that vertex to wherever you want it to be.
- 40) Resizing the 2D Grid: What if you run out of space on the map grid? Then you can enlarge the grid, or shrink it, as well. When you do this, you aren't actually changing the size of your room—just the amount of area you can view in the 2D mode. You change the amount of the grid you can view by pressing one of three keys: **G**, **A**, or **Z**. **A** and **Z** zoom in or zoom out from the grid; **G** subdivides the grid into smaller squares. If you keep on hitting the **G** key, you will eventually come full circle and return to the square size you began with.
- 41) You can also move around the 2D map by hitting the right mouse button. You recall that this button places the white arrow wherever your cursor is. It also centers the screen on that spot, as well. When you have a large map, this is a quick way to get around.

- 42) Let's have this hallway go someplace. Before you jump the gun and start making vertices, remember you have to incorporate the two vertices that make up the end of the hall into the new room (sector) you are building. Move around the grid with your cursor, and hit the `[Spacebar]` where you want to place the vertices. Place the cursor over the hallway vertices and hit the `[Spacebar]` to make them part of your sector. If you have done things right, the part of the line that is shared by the hallway and the new room should turn red. If it doesn't, remember you can always hit the `[Backspace]` key to remove the last vertex you created.
- 43) Okay, we're almost done with the basics. Go ahead and place some sprites in your new room, and add textures to the walls, ceilings, and floors. Once you are done with that, go to 2D mode, save your map, and then quit.
- 44) Starting a Game with your Map: It's now time to test your map. You are going to play *Duke Nukem* in your new level. At the DOS prompt, type in the following command:

Duke3d-map first

Substitute whatever your map's name is for "first" when you type out the above command. Enjoy! You are now playing in your very own creation. When you are finished, quit, and go back to editing your game. In case you forgot, type in "Build first.map" 302 at the DOS prompt.

- 45) You have the basics down now. It may not seem like much, but 80 percent of building a full-blown level consists of what you have just learned and the things you can do with it. There are, however, several more miscellaneous things I want to go over before we move on to the DOOM Editor. Restart the Build program and go to the 3D mode.
- 46) Stayputs: When you are picking out monster sprites, you may have noticed that the second or third sprite name has "stayput" as part of the name. The stayput means that this monster can't leave the sector in which it starts out. This allows you to make some guards that won't wander off all over the level, chasing Duke.
- 47) Stretching Textures: There are a lot of things you can do to textures to make them look better and add variety. Point to one of your wall textures and hit either the `[2]`, `[4]`, `[6]`, or `[8]` on your numeric

keypad. You'll see that the texture on the wall either stretches out or shrinks into itself. This means that each texture can actually be made to look almost completely different.

- 48) **Adjusting a Texture's Position:** Another way you can change a wall's texture is by holding down the **[Shift]** key while hitting **[2]**, **[4]**, **[6]**, or **[8]** on the numeric keypad. This doesn't change the shape of the texture, it just moves it over or up or down. This allows you to make walls fit with other walls, floors, or ceilings along a smooth seam.
- 49) **Shading and Lighting:** You can also change a sector's lighting by pointing at the various textures and hitting the **[-]** key to darken the room or the **[+]** key to brighten it. This is called shading, and you can do it not only to textures, but to sprites as well. If you don't do it to the sprites, they will shine like a torch in an otherwise dark room. By the way, if you want to match the darkness of one wall with another, use the trick you learned earlier with the **[Tab]** key. Point to the wall you want to copy and hit **[Tab]**. Then point to the wall to be changed and hit **[Enter]**. You can quickly change all the walls in a room. Don't try this on the floor or ceiling. You'll find your floor matches not only the shading but the actual image of your wall. Also, this copying method doesn't work on sprites.
- 50) **Floating:** You may have already noticed that you could use the **[Pg Up]** key to make very tall rooms. Sometimes they get so tall, you can no longer point to the ceiling with your mouse. Hit the **[Caps Lock]** button and then the **[A]** key. You'll now float up into the air and travel around your level like an angel! (Yeah, right.) If you hit the **[Z]** key, you will find yourself floating down. (That's a more likely direction.) To stop floating altogether, just hit the **[Caps Lock]** key again.
- 51) **Sectors Within Sectors:** Go to 2D mode. Create a sector in the middle of one of your other sectors/rooms. If you switch to 3D, you will see a pillar rising up to the ceiling. Now go back to 2D and place your cursor inside this new sector. Hit **[Alt]-[S]**. The walls of the sector will turn red. Now go back to 3D mode. The pillar seems to have disappeared. Change the texture of the floor. With the floor having two different textures, you'll now see the outline of the sector you just created. If you do the same thing to the ceiling, you'll see the same outline of your new sector.

- 52) Point at the new sector and hit the **[Pg Up]** key. The sector will rise up. When you play *Duke 3D* and you climb stairs, each one of those stairs is a different sector raised or lowered to a different height. When you are in a level which occurs "outdoors," all the buildings, rooftops, etc. are sectors which were created within the huge sector of "outdoors." When pillars have shadows, each one of those shadows is a different sector with a darker shading assigned to it. You can see how much work went into just one of the Duke levels.
- 53) Divide your hallway into small sectors and make a stairway by raising each sector just a little bit higher than the last. Be careful you don't end your stairway so close to the ceiling that Duke can't get into the next room. You may also want to raise the height of the floor in the room the stairs are leading to so Duke can go back down the stairs, too.
- 54) Changing Game Parameters: I want to tell you about one last thing—how to change the game parameters. The parameters don't have anything to do with the Game Editor, and you can incorporate the changes into your regular games of Duke. These parameters are things like how much health you start with or how much ammo you get with each clip.
- 55) This can be powerful stuff—sort of like mini cheat codes. Before you start making changes, I need to give you two words of warning: First, you cannot play Duke 3D with any other computer unless your parameter files exactly match. Second, messing with these files can cause the game to crash. To prevent having to reload the whole game if either of these things happen, you should make a backup copy of the original files. While you are in the Duke3D subdirectory, type in the following command at the DOS prompt:

```
copy *.con c:\
```

This will make a copy of all the "con" files which hold the game's parameters, and place them in the C:\ directory.

- 56) To make changes in the files, you need to go to a text editor. Any word processor will do. Once in the word processor, go to the Duke3D subdirectory and open up a file called USER.CON. You will see a listing of various game settings with numbers by them. Many will be familiar to you such as MAXPISTOLAMMO 200. If you want to be able to carry more or less ammo, just go and change the num-

ber. One of the more interesting things to change is RETRIEVE-DISTANCE. This is how far away from an object Duke needs to be in order to pick it up. If you double or triple this number, it will be like he is a magnet with goodies jumping into his arms.

- 57) When you're done making changes to USER.CON, you should save your changes in the format you found it, ASCII standard text. If you forget and save USER.CON as a normal WordPerfect text, for instance, Duke 3D will not be able to recognize the information any more and will crash.
- 58) Well, that's it—fairly painless, I hope. If you want to learn more, browse through the Build documentation I asked you to print out. You will find a lot of neat things in there. Much of it is advanced Duke construction techniques although, and is not very clearly explained. Listed below are several sources of further information about advanced editing techniques, new maps, FAQs, and other utilities to assist editing your game.

BUILD COMMAND KEYS

ACTION

RESULTS

Spacebar

Creates a vertex

Backspace

Deletes last vertex created unless vertex is already part of a sector

Drag vertex over
other vertex

Deletes vertex even if it is part of a sector

Insert

Adds a vertex to the line of a sector

Right mouse button

Assigns Duke a new current position; also centers map on screen

Scroll Lock

Assigns Duke's start position for that level

Enter-numeric keypad

Toggles between 2D and 3D mode

S

Places a sprite at the cursor

V

In 3D mode, allows you to view and select from sprite list

Esc

In 2D mode, calls up Save, Quit, Load, etc. menu

[Pg Up]	Increases height of a sector
[Pg Dn]	Decreases height of a sector
[Tab]	Copies wall texture and shading to another surface
[A]	In 2D mode, zooms in on grid
[Z]	In 2D mode, zooms out on grid
[G]	In 2D mode, subdivides grid with more lines
[2],[4],[6],[8]— numeric keypad	In 3D mode, stretches or shrinks a texture
[Shift] + [2],[4],[6],[8]— numeric keypad	In 3D mode, shifts texture's position over or up and down
[+]	In 3D mode, brightens the shading of a texture or sprite
[-]	In 3D mode, darkens the shading of a texture or sprite
[Caps Lock]	In 3D, mode allows floating
[A]	In 3D mode with Caps lock on, floats user perspective up
[Z]	In 3D mode with Caps lock on, floats user perspective down
[Alt]-[S]	In 2D mode, joins the lines of a sector with those of the surrounding sector (makes them invisible and passable)

FURTHER INFORMATION

BOOKS

- ♥♥ ***Duke Nukem 3D Construction Kit*** by Joe Grant Bell—I did part of the editing on this book so I may be biased, but I think it is very clear and easy to follow. ("So what happened to this chapter?"—hey, I heard that!) The book covers many advanced editing techniques and tricks.

INTERNET

- ♣ <http://duke3d.crystalball.com/duke3d.htm>—A very good site with a heck of a lot of levels. ("...see what you could do if you just applied yourself...?") This site also has tutorials on advanced level design issues and quite a few interesting utilities.
- ♣ <http://www.3drealms.com/duke3d.html>—The site of the makers of Duke Nukem is very slick. It lists over fifty WWW sites in addition to having a good troubleshooting section and the patch files and utilities you would expect.
- ♣ <http://www.pkware.com>—This is the company which makes PKzip and PKunzip. If you don't have a copy, you can download their shareware version (which you need to pay for, if you use it) that allows you to unzip or decompress many of the files you download from the Internet. If a file name ends in ".zip," then it is zipped and you need to use the PKunzip command to make it useable.

DOOM, DOOM II, HERETIC, AND HEXEN

Unlike *Duke Nukem 3D*, the people at id Software and Raven Software did not include a Game Editor with their games. This means you'll have to download a Game Editor from the Internet. Fortunately, there are some people who have created an excellent Editor and made it available as freeware. The main authors' names are Antony J. Burden and Simon Oke.

As I mentioned earlier, *DOOM*, *DOOM II*, *Heretic*, and *Hexen* all use basically the same Game Engine. Because of this, and the work of the folks mentioned above, you only need one Editor to edit all four games. Rather than risk confusion by referring to different games, I am going to just refer to *DOOM II*. At the basic level that we are working on, there are only one or two minor differences between the four games. I will point these out when they occur.

- 1) Install **DOOM II** or any of the other games onto your computer.
- 2) Downloading the Software: Sign onto the Internet and go to a site called "Dr. Sleep's DOOM Apothecary." Its Internet address is:

<http://www.pennet.com/drsleep>
- 3) This is a very well-done site. There are a lot of interesting things to look at, so feel free to explore. John Anderson, the guy who created the site, has done a great job. When you are finished browsing, go to the Utilities section. You can find it to the right of the main screen. There you will find the latest version of DETH. I used DETH 3.92 for this chapter. To download a copy of the Editor, just double click your mouse on the highlighted DETH name.
- 4) When you try to download, a window may appear. It will say it is not able to find a .zip application and asks if you want to designate one. Say no, and continue with the downloading. You may be asked into which subdirectory you want to download the file. Choose the subdirectory that contains the game you wish to edit. For DOOM II, I choose C:\Doom2 as the destination for the download. If DETH does not get downloaded to your game's directory, then go to the directory where it was sent, and copy it into the game directory.
- 5) Like many files that are downloaded from the Net, DETH has been zipped. Being zipped means the file has been compressed to a smaller size for faster data transfer. You can frequently tell if a file has been zipped because its filename ends in ".zip." To compress or uncompress a zipped file, you need a copy of PKZip. This program is very useful, and if you don't already have a copy, you can always download one. The company's site, <http://www.pkware.com>, has copies available, but it is shareware, which means if you use it more than once or twice, you need to pay them the shareware price. Follow PKWare's instructions on how to install PKZip into your computer.
- 6) Installing the Software: Well, you have a zipped copy of DETH in your game directory as well as an installed copy of PKZip. At the DOS prompt in the game directory, type in the following:

Pkunzip-d deth*.zip

Don't forget the "-d." It tells Pkunzip to unzip the files into their original subdirectories, which is important. The computer will now start listing all the files it has unzipped. Once it is done, you are almost ready to begin.

- 7) Every time you start a session of DETH editing, you have to run a quick little program called Runme1st. To do this simply type "runme1st" at the DOS prompt. You only need to do this once per session. If you turn your computer off, though, you will have to retype the "runme1st command". Runme1st has to do with your video drivers, and you should probably read about it in the Doom2\Docs subdirectory. The small file which explains everything is called "Dethgo32.txt." I haven't had any problems with it on my computer, but the information is there if you run into some sort of trouble on yours.
- 8) Starting the Editor: It's finally time to begin. To start DETH, you need to type DETH at the DOS prompt. (NOTE: If you want to start editing *Hexen*, you need to type HETH rather than DETH.) The first thing that will show up is a title page that asks you to enter a game's name or to just hit the Enter key. If you are going to edit Hexen, this doesn't matter, but if you are want to edit *DOOM*, *DOOM II*, or *Heretic*, you need to enter the game's name at this point. After you select a game once, DETH will automatically go to that game, unless you enter a different selection. If everything is working properly, you will see a gray screen come up with the available commands listed, the authors' names, and the name of the game you are editing. Type the letter E or click on the edit button. If the game displays a grid with the outlines of a level, then you know that your program is working and you can move on. If DETH\HETH crashes, then go to the next step on troubleshooting.
- 9) Troubleshooting: Unfortunately, I can't help you with all the problems that could arise, but I might be able to help with some common ones. The first thing you should do is go over the steps you just took and make sure each was done correctly. Did you unzip DETH properly? Did you run the Runme1st program? Are you in the right game directory? If this doesn't help, then there are three other things you should try.
- 10) First, do you have Windows or Windows 95 running when you start DETH\HETH? If you do, try exiting Windows, going to DOS, and restarting DETH. In Windows 3.1, go to the menu option titled File, and select Exit. Once at the DOS prompt, change directories to your game directory and retry DETH. If you have Windows 95, go to the Shutdown button and select restart in MS-DOS mode. Again, once in DOS, go to the game's subdirectory and try restarting DETH. Windows

95 has a way of going to DOS from within Windows itself. Don't do this. You have to leave Windows in order for this to work.

- 11) Second, look at the message the computer gave you when it crashed. Does it say something about a co-processor failure? DETH needs to find a math co-processor on your computer in order to work. If you don't have one, you will need to download another program from Dr. Sleep's Internet site just like you downloaded DETH.
- 12) Get back onto the Internet, and go to Dr. Sleep's site. Go to the utility section and download the file called EMU387.ZIP by doubleclicking on the name. When asked, you want to download EMU387.ZIP to the same subdirectory that you downloaded DETH. Lastly, once downloaded, you need to unzip EMU387.ZIP like you unzipped DETH392.ZIP by typing in Pkunzip emu387.zip at the DOS prompt. Only one file, emu387.exe, will be expanded. That's it. Try restarting DETH.
- 13) Third, if the above doesn't work, then try sending an e-mail to one of DETH's programmers, or John Anderson, the creator of the Dr. Sleep site. Remember that these are just guys who do this in their spare time, so try and fix the problem first before asking for their help.
- 14) Editing Existing Levels: Okay, DETH is up and running! Let's start adding or removing monsters and goodies from existing levels. This is a lot of fun and requires almost no work whatsoever. Hit the **[E]** key. The gray screen will be replaced by a screen with a grid on it and a level that is already completed. If you look closely, you will see that this is a map of the first level of the game. By hitting the **[+]** and the **[-]** keys, you can increase or decrease the size of the map.
- 15) If you want to explore other levels in your game, hit **[Shift]-[E]** when you are at the opening gray screen. Now when you see the first level's map, hit the **[↑]** key or the **[↓]** key. DETH will show you each level of the game. To go through the maps faster, use the **[Pg Up]** and the **[Pg Dn]** keys. You will notice that the maps are all gray. That's because you are in browse mode and cannot make edits. When you come to a level you want to edit, look at the lower right corner for that map's number. Then go back to gray title screen, and in the command line on the bottom, type in "E 7" to edit map 7, for instance. Note: Heretic has episodes, and has a different way of labelling its maps. For Heretic, the maps are labelled E3M4, which signifies the third episode, fourth map. To edit that map, then, you would type at the command line, "E 3 4".

- 16) Once you are at the level you wish to change, hit the **T** key to switch to Things mode. You will see the map fill up with little colored circles. These colored circles are all the sprites on this level. (Remember, sprites are the monsters, ammo, decorations, etc. on a level.) In the bottom right corner of your screen, you'll see a gray box with a picture of the currently-selected sprite. If you move your mouse over one of these circles, the sprite will be surrounded by a yellow square, and the gray square in the corner will have a picture of the sprite you have highlighted. Also, if you hit the **+** key and enlarge the circles, you'll see arrows within them. These point to the direction which that creature or thing is facing.
- 17) It's very simple to change, add, or delete a sprite/thing. To delete a sprite, simply move the mouse cursor over to the sprite until it is highlighted, and then press the **Delete** key. The sprite will disappear. Couldn't get any easier than that.
- 18) To change a sprite, simply highlight the sprite, and then move the mouse over the gray box which appears in the right corner. The box will have a blue outline when your mouse moves over it. Hit your mouse button when the blue outline appears, and a window with a list of possible sprites will show up in the middle of your screen. Browse through all the things you can put into the level—most of them will be familiar to you. When you've decided upon a new sprite, hit your mouse button or the **Enter** key. A new monster, weapon, or whatever will now show up at that location the next time you play that level.
- 19) Lastly, to add a new sprite, all you have to do is point the cursor to the place on your map where you want the sprite to be, and hit the **Insert** key. Once a sprite is added, you can then change it into any sprite in the game.
- 20) **Saving Your Level:** Now that you've deleted, changed, or added new things to one of the levels, it's time to save it and go play. Go to the File menu option and select Quit and Save. The game will ask you to give a name to your map. For this example, we will call our changed map "First." So in the window, type in First.wad. You need to add the .wad extension to your name so the game program knows it is a map. Do not name it after the game you're playing! If you name your map "DOOM2.wad," you'll overwrite all the **DOOM II** maps and you'll have to reload the game. After you type in the name of your map,

hit the **Enter** key. DETH will now return to the gray screen you saw when you first started the program. To quit DETH, just hit the **Q** key.

- 21) **Playing Your Level:** To try out your new level, at the DOS prompt type in the name of the game plus the following words, "-file first.wad". If you named your map something besides "first.wad," then enter that instead. For instance, to start our new map in *DOOM II*, I would enter the following at the DOS prompt: "doom2 -file first.wad" The game will start and you will be able to see your wad (level) being loaded into the game program. The game will then pause and let you know that a modification has occurred. Hit the **Enter** key again. The game will start and wait for your choice of new game, or load a saved game. Choose New Game. The first level of your new game will be the level that you just created! Have fun and play around for a while. Don't worry about the original Level 1. It's still there and will come up the next time you start your game normally.
- 22) **Editing Your Level:** Once you have saved your level, you can always go back and edit it again. To do that, type "Deth -file first.wad" with first.wad being the file name of you gave your level. You will see the gray screen, and hit the **E** key. Now the level you have before you is first.wad.
- 23) **That's it!** Once you've get the hang of it, you may want to start designing your own levels from scratch. There is a tutorial on how to do this at Dr. Sleep's site, and also several good books on the market that go into greater depth. Whatever you do, have fun.

FURTHER INFORMATION

BOOKS

There are many intermediate level books out there on *DOOM* Game Editors. All the ones that I've come across, however, are for the older *DOOM* Editor DEU (*DOOM* Editor Utility). DETH is essentially a later version of DEU, so most of the information is applicable to DETH.

- ♣ Tricks of the *DOOM Programming Gurus* by Sams Publishing—This is a book which delivers what its title promises. It is definitely for advanced DOOM editing, and the amount of detail in its almost nine hundred pages is staggering!

INTERNET

- ♣ <http://www.pennet.com/drsleep>—An excellent site. This is where you can download the DETH game Editor which I use for *DOOM* editing. They have many good utilities and a wealth of helpful information.
- ♣ <http://doomgate.cs.buffalo.com/>—Although not as fancy as some of the other sites, there are a lot of interesting things here, including information on editing levels, utilities, and custom levels you can download and play.
- ♣ <http://www.idsoftware.com>—This is the site of the makers of *DOOM* and *DOOM II*. It has upgrades and patches—pretty much everything you would expect.
- ♣ <http://ravensoft.com>—This is the company site of *Heretic* and *Hexen*. They have tech information and some links to *Hexen* sites, but overall, not very much compared to the other sites mentioned in this chapter.
- ♣ <http://www.pkware.com>—This is the company which makes PKzip and PKunzip. If you don't have a copy, you can download their shareware version (which you need to pay for if you use it) that allows you to unzip or decompress many of the files you download from the Internet. If a file name ends in ".zip," then it's zipped, and you need to use the PKunzip command to make it useable.

BUILDING A GOOD LEVEL

Yeah, yeah . . . your parents told you to "check the map first" and "always bring a coat." Mine, too, and I routinely ignored them. So why listen to me? Because it will save you a lot of time and effort.

PLANNING

Essentially, levels are built in layers. First, there is the floor plan. This would include creating rooms, walls, stairs, elevators, traps, etc. Second is the color, images and decorations on the walls, floors, and ceilings. Third and last is the placement of monsters, ammo, and all the other goodies.

The temptation is to build your level one room at a time. Everyone—myself included—wants to put monsters in and see a finished product. If you did this, though, you'd be sorry. Imagine what would happen if you wanted to make a change to the room. Say you want a new hallway going into it, or you decide it needs to be a little bit bigger. A lot of your careful design might need to be redone, including your wall textures and the location of your decorations, monsters, and goodies.

To prevent all this, try designing your level on paper first. If you have graph paper available, use it. The graph squares will nicely match up to the grids you find in the Editors. Think about changing the elevation of different areas of your map. Short walls, ledges, crevasses, pillars, and potholes all add variety to what otherwise would be just a large, bland area.

DESIGN CONSIDERATIONS

You can have a lot of fun just building several rooms and placing some interesting monsters in them. Eventually, though, you'll probably be tempted to create a full level. Building a level, even a small one, requires a good deal more planning and forethought than throwing a couple rooms together. Fortunately, planning can be the most enjoyable part of the process.

STRATEGY

Strategy may be described as deciding between several different routes towards a goal. No computer game would be very interesting for long if all the decisions were made for us. Although it may not seem like it, 3D games require a good deal of decision making from the player. Which weapon to use (should you move cautiously or aggressively), and which routes to pursue are all examples of these sorts of decisions. The more choices of this nature you give the player, the more interesting your level will be, and the longer it will maintain the player's attention. A truly great level can be played many times without losing its freshness because of all the different approaches the player can try.

With this in mind, try to create several different ways to get from point A to point B. If a level is merely a glorified game of connect-the-dots, it is not

very interesting. Not only are there fewer options, but there far fewer surprises, too. Even something as mundane as entering a room from two different directions adds spice. Conversely, if a player just walks back and forth down the same route all the time, even the most amazing scene will grow dull after the fiftieth viewing. Hallways aren't the only way to get from A to B. For instance, ledges and crevasses can provide a second route within a single room.

THEME

You may have noticed that the levels in all the 3D games have a theme. The sense of location is more pronounced in *Duke 3D*; but even in the original *DOOM*, each level has its own purpose besides being a merely place to run around and fight. Making a level seem like a genuine location adds more reality, which increases the enjoyability. It can also make things easier on the designer. For instance, if a level is supposed to take place in some underground caves, then the choice of wall textures becomes narrowed to mostly rough rock. A factory will have large rooms, while an apartment complex has many small ones.

There are an endless number of interesting themes. You could design a level to look like a place you know such as your home, school, or office. How about the local mall or lake? If you are a history buff, choose a historical setting you find interesting: Maybe it's San Francisco in the '60s or Rome in the time of Caesar. I have heard of levels set in the Old West or in movie worlds like *Aliens*. The biggest problem you're likely to have is keeping your ambitions and your level to a manageable size.

OBSTACLES

There is a tendency for new designers to try and create the hardest, most difficult level they can. They want to push the envelope. They will put in tests of skill that only the most talented player could hope to solve. If you are not the most talented player, however, there is nothing more frustrating than racing around, trying to jump on an elevator before it rises. Creating a grueling level may be enjoyable for the designer, but it is usually not much fun for the player. It's hard to judge what is too physically difficult. One way around this dilemma is to provide a shortcut for the especially clever or curious. Another is to make the physical test not essential to finishing the level.

The same things could be said for mental obstacles. Putting a maze into your level can be very interesting, especially if beasties might be around

every corner. However, a large, mind-boggling maze quickly becomes tiresome. It can be very tough creating puzzles of the proper complexity. Too tough, and the player abandons it, or maybe even the whole level; too easy, and they become a minor nuisance. Playtest these obstacles and see which puzzles are too difficult for your testers. Observe how they try to solve them, and you could find clues in modifying their difficulty.

DEGREE OF DIFFICULTY

The overall degree of difficulty can mean the difference between an enjoyable level and one that is quickly forgotten or abandoned in frustration. There are two main ways to change how tough your creation is: You can change the number and type of monsters, or the number and type of goodies. One good approach is to try and match the amount of ammo to the number of targets. For instance, suppose your level has 20 imps. If the player can find 100 shotgun shells, then the whole thing will be fairly easy. If, however, there are only twenty-five shotgun rounds to kill the twenty imps, then the level becomes more challenging and interesting.

The biggest problem you may have is being unbiased. As the designer, you know where all the ammo is and where the bad guys are lurking, so things will always be easier for you than someone who is new to your level. One practical way around this dilemma is by using playtesters. Get one of your friends to work through the level and, if you can, watch. See what kind of choices they make. Did they go down this hall first? Did they bother with that room? Every so often in a *DOOM II* game, you will see arrows set in the decorations that point to where the designers want you to go. I always figured they watched playtesters, and placed the arrows to remind players to take the less obvious paths.

GOOD LUCK!

Well, that's it. I hope you have a good time poking around in the hidden recesses of these games. Between modifying existing levels and creating your own levels, I suspect there won't be much time for a real life. Then again, sometimes saving the world from the minions of hell requires a little sacrifice.



CHAPTER

9 More Cheat Codes

Check out these INTERNET
addresses for more info:

www.gamespot.com

www.doomgate.games.org

www.ten.net/

www.stomped.com/

www.pennet.com/drsleep

THE WILY WORLD OF CHEATS

As a nice extra, we decided to include a quick and dirty list of cheat codes for several games we weren't able to focus on in greater depth. The games covered are: *Dark Forces*, *Mechwarrior 2*, *Magic Carpet*, *Magic Carpet*, (*Hidden Worlds*), *Fury*³, and the classic which started it all, *Wolfenstein 3D*. With these in hand, you should be able to explore the layout of every level and mission, and come up with your own game-winning strategies. Good luck, and happy hunting.

CHEAT CODES FOR DARK FORCES

Type in these codes anytime during a mission. The game will frequently inform you that the cheat is now in effect.

Code	What It Does For You
Labug	Reduces your size so you can fit into small places.
Lacds	Shows full mission map including enemies and objects.
Ladata	Shows coordinates for your exact location
Laimlame	God mode, can't be hurt
Lamaxout	All weapons, shields, and ammo at max levels
Lapogo	Ignore height differences in level
Lapostal	All weapons and ammo
Larandy	Increases rate of fire for 50 seconds
Laredlite	Paralyzes enemy in their current positions
Laskip	Completes current level
Launlock	Gets all keys, code cards, etc.

To go to a different mission, type the below cheat codes once you are already playing a mission and you will be transported to the start of the new level.

Code	Mission	Mission Name
Lasecbase	Mission 1	Death Star Plans
Latalay	Mission 2	Talay Tac Base
Lasewers	Mission 3	Anoat City
Latestbase	Mission 4	Imperial Weapons Research Facility
Lagromas	Mission 5	Gromas Mines
Ladtention	Mission 6	Imperial Detention Center

Code	Mission	Mission Name
Laramshed	Mission 7	Ramsees Hed Docking Port
Larobotics	Mission 8	Robotics Construction Facility
Lanarshada	Mission 9	Nar Shaddaa
Lajabship	Mission 10	Jabba's Ship
Laimpcity	Mission 11	Imperial City
Lafuelstat	Mission 12	Fuel Station
Laexecutor	Mission 13	The Executor
Laarc	Mission 14	The Arc Hammer

CHEAT CODES FOR MECHWARRIOR 2

These cheat codes work once you are in the combat mission. A small message will usually appear in the gray bar across the top to confirm the cheat codes use. Hold down all three keys—**[Shift]**, **[Alt]**, and **[Ctrl]**—at the same time while typing in the code itself.

Code

[Shift] **[Alt]** **[Ctrl]** blorb

[Shift] **[Alt]** **[Ctrl]** cia

[Shift] **[Alt]** **[Ctrl]** coldmiser

[Shift] **[Alt]** **[Ctrl]** dorcs

[Shift] **[Alt]** **[Ctrl]** enolagay

[Shift] **[Alt]** **[Ctrl]** hangaround

[Shift] **[Alt]** **[Ctrl]** icanthackit

[Shift] **[Alt]** **[Ctrl]** michelin

[Shift] **[Alt]** **[Ctrl]** mightymouse

[Shift] **[Alt]** **[Ctrl]** tinkerbell

[Shift] **[Alt]** **[Ctrl]** tlofront

What It Does For You

Invulnerability

Unlimited ammo

Turns off heat tracking

Takes you to makers of MW2

Destroys everything except you

Explore battlefield after mission

Ends the mission successfully

Displays boundary spheres on mechs

Unlimited jump jet fuel

Creates free-floating camera

Moves rear camera to the front

Code	Mission	Mission Name
Shift-Alt-Ctrl xray		Enhanced imaging and see-thru objects
Shift-Alt-Ctrl zmak		Puts game into slow motion

CHEAT CODES FOR MAGIC CARPET AND MAGIC CARPET(HIDDEN WORLDS)

Once inside the game, type a lower case "i" and you will see a prompt. Type "quick" at the prompt. Once you've done this, **Alt-F1** through **Alt-F7** do various things:

Code	What It Does For You
Alt-F1	Access all spells
Alt-F2	Get more manna
Alt-F3	Kill other players
Alt-F4	Kill enemy castles (reduces them by one level)
Alt-F5	Kill enemy balloons
Alt-F6	Heal
Alt-F7	Kill creatures

Also these codes are available at anytime:

Shift-k	Kills you, the player
Shift-c	Completes the level

CHEAT CODES FOR *FURY*³

Here are the cheat codes for *Fury*³. Just type them in while you are flying about inside the game.

Code	What It Does For You
TRYMEON	Invincibility, God Mode
GIVITUP	Power-ups for all weapons, shields, afterburners, etc.
URDUSTD	3x afterburners' speed
SSMOKIN	Adds 1,000 units of afterburner
TUFENUF	Restore shields
JUMPNIT	Jump to next level
STPNSHP	Hovering, press and hold [Ctrl] to Hover
ICUNOMO	Invisibility for 30 seconds
IMTUFFF	Invincibility for 30 seconds
WORMITx	Jump to planet x*
PACKIN1	Ammo for Servo Laser
PACKIN2	Ammo for Isokenetic Gun
PACKIN3	Ammo for Rapid Laser
PACKIN4	Ammo for DOM
PACKIN5	Ammo for Viper
PACKIN6	Ammo for Baryon
PACKIN7	Ammo for Superbomb

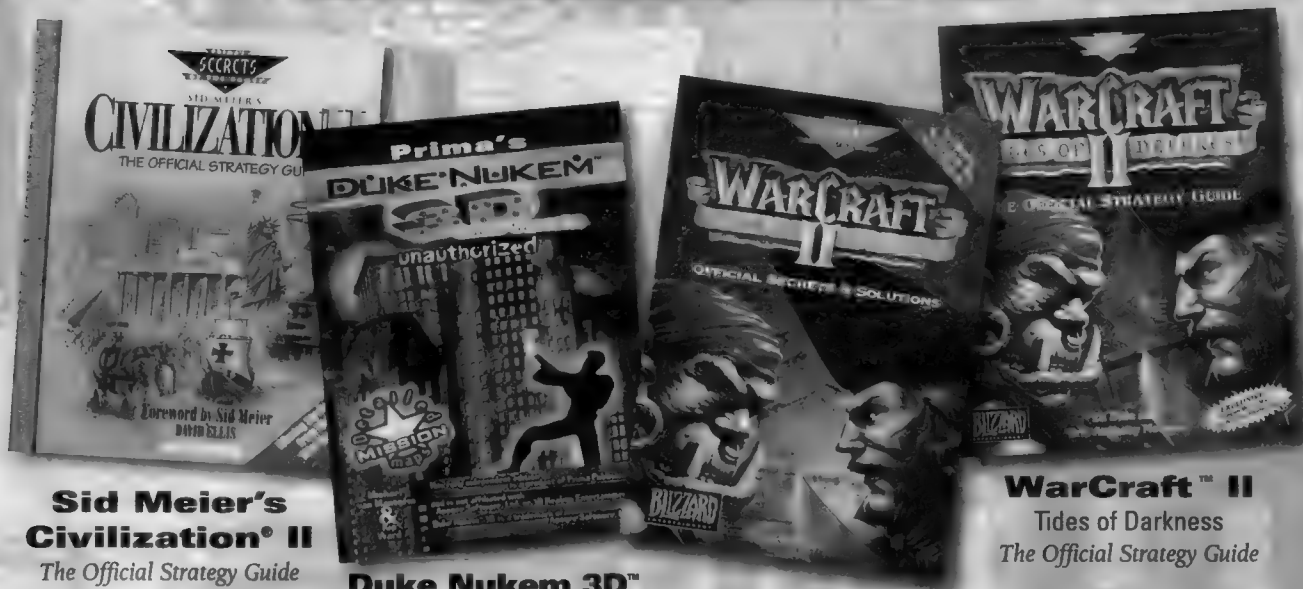
(* Enter planet number)

CHEAT CODES FOR *WOLFENSTEIN 3D*

We've only got one, but it does nearly everything. Press the keyboard letters, **[i]**, **[m]**, and **[l]** at the same time. This will give you both keys, 100% Health, all weapons, and 99 ammo.

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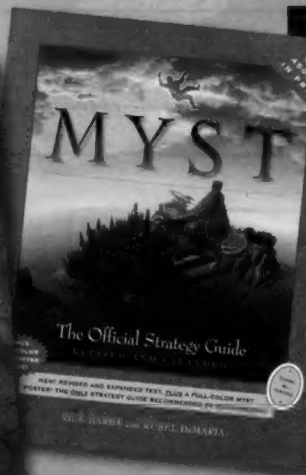
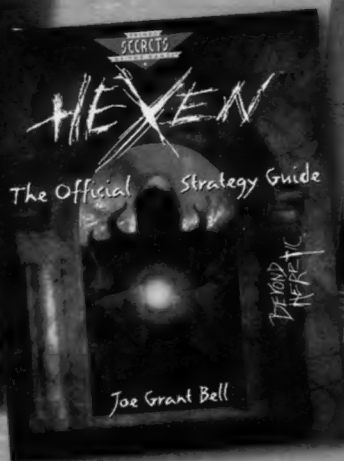
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